

COMPLETE
A-Z OF CHEATS

02
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Paragon Publishing
Magazine
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the UK

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The UK's first
N64 tips
magazine!

GOIDENEYE

Fully mapped
complete **43-page**
guide & cheats!

SOLVED: 13 page Pilot Wings flying
manual, Wave Race 64,

Mortal Kombat Trilogy, Killer Instinct 64,

Mischief Makers and much more inside!

PLUS! Mini tips and essential
details on all new N64 games!

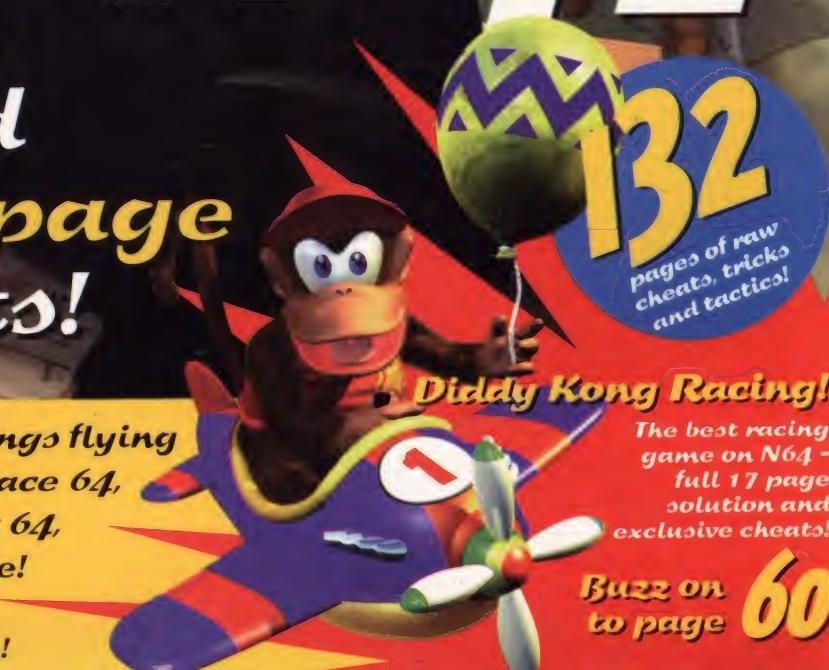
The best racing
game on N64 -
full 17 page
solution and
exclusive cheats!

Diddy Kong Racing!

Buzz on
to page 60

132

pages of raw
cheats, tricks
and tactics!



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Wave Race 64



Doom 64



Multi-Racing Champ



Pilot Wings



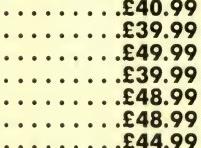
Hexen



Mario Kart 64



Aero Fighter Assault



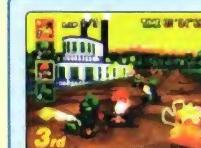
Clayfighter 63 1/3



Mortal Kombat Trilogy



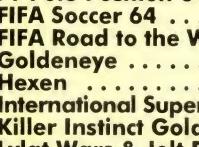
Multi-Racing Championship



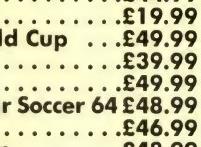
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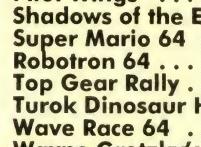
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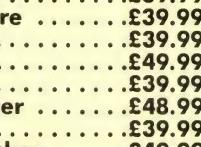
F1 Pole Position 64



FIFA Soccer 64



FIFA



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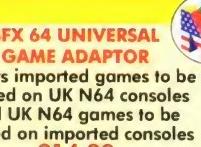
Robotron 64



Top Gear Rally



Goldeneye



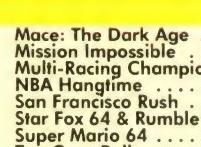
Wave Race 64



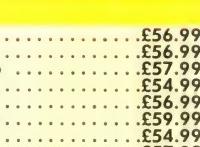
Wayne Gretzky's Hockey



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WHAT'

The fully mapped strategy guide to one of the best racing games on the N64.



DIDDY KONG

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PILOT WINGS

Complete mission guide!

MK TRILOGY

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You'll need our full lists of special moves to get the best out of this early N64 beat-'em-up!

GOLDENEYE

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06

You don't get much better on any console and the N64 is lucky to have Goldeneye in its stable. This 42-page guide gives you detailed maps of every level, plus every known cheat!

GOLDENEYE

THE BIG ONE!

THE COMPLETE

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A-Z

OF N64 CHEATS

All the latest and greatest in our complete A-Z of N64 cheats! Including:

- Blast Corps (US)
- Cruisin' USA (US)
- Dark Rift (US)
- Diddy Kong Racing
- Doom 64
- FIFA 64

S INSIDE



MISCHIEF MAKERS

It may be only a 2-D platform game to begin with, but you'll need our complete walkthrough to find all the secrets and bonuses!

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KILLER INSTINCT

The full list of power moves for every character!

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EXTREME G

Track guide and a multitude of cheats!

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WAVERACE

Get wet 'n' wild with our 13-page complete solution!

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Goldeneye

J League Perfect Striker

Killer Instinct Gold

Mortal Kombat

Trilogy

Multi Racing Championship

NBA Hangtime

Shadows of the Empire

Tetrisphere

Turok Dinosaur Hunter

Wave Race 64

War Gods (US)

Wayne Gretzky's 3D Hockey

Welcome to a new kind of tips magazine!

Unbelievable! The second issue of 64 SOLUTIONS is even better than the first! As you can see, our top game this month is Goldeneye, and to celebrate Rare's magnificent achievement in programming such a playable game, we've devoted a full 42 pages to the fully mapped solution. I think you'll find no stone unturned, and just for good measure, we've also got the complete list of cheats. Unfortunately, there's no way to get these special abilities easily, you really do have to beat each level the specified time. As a discerning N64 owner you will also notice full solutions to many of the latest N64 games, as well as some of the back catalogue. Diddy Kong Racing, in particular, is brand new as you read this. Enjoy the magazine. Enjoy your N64!



5

WHO'S WHO!

A few words from the scurvy dogs who brought you this mighty tome!



Damian "Diddy" Butt: Managing Editor

The master of Goldeneye in deathmatch mode, Damian has spent his time heckling other weaker players, and then shooting them in the face!



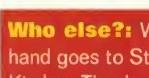
Lisa "Kong" Johnson: Designer

Lisa's sterling effort in putting this fine ship together has not gone unnoticed – so we'll let here do the next one too! Ha-ha!



Favourite Game: DAT Wars

Email: gecko@paragon.co.uk



Favourite Game: DAT Wars

Email: lisaj@paragon.co.uk

Who else?: Without these guys this mag wouldn't be here! A nice big hand goes to Stuart Wynne, Nick Trent, Graeme Nicholson and Roy Kimber. Thanks for the hard work on the guides you guys!

64 CHALLENGE!

SOLUTIONS

No. 2: Goldeneye

The deal: Can you complete the

Frigate level on Secret Agent in this record time? Yeah, right!

Team time: 2 Minutes 42 Seconds

KNOW YOUR PAD WELL!

Here's a quick look at your cheating stick!

1. UP, DOWN, LEFT, RIGHT
2. L
3. R
4. C LEFT
5. C UP
6. C RIGHT
7. C DOWN
8. Z BUTTON
9. A BUTTON
10. B BUTTON
11. ANALOGUE PAD

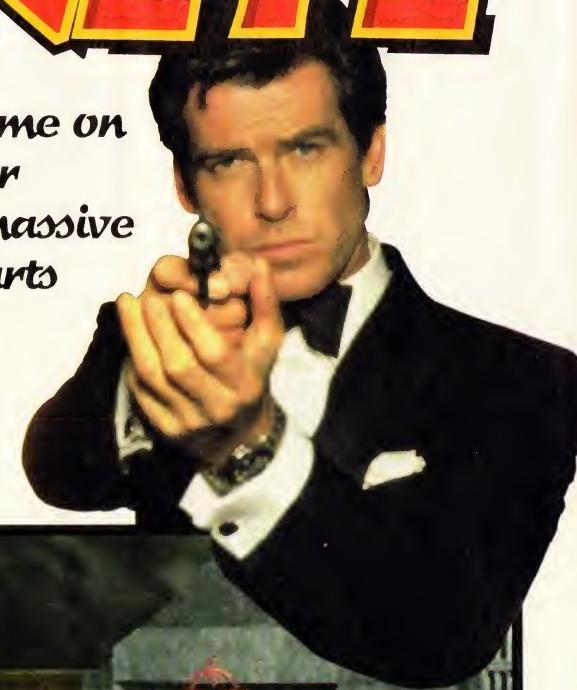




GOLDENEYE



The best game on the N64, bar none! The massive solution starts here!



SECRET AGENT & OO AGENT

Neutralise all alarms

Before you jump from the dam, neutralise all alarms. The alarms are bright red bells, and are positioned in various parts of the complex. You will need to shoot them until they explode. The first is on the wall by the sliding chain link gate, and you'll need to kill the guard who tries to set it off. The other three alarms are in the guard towers on the dam. To get to them, walk through the doors on the dam level (ie, don't go up the ladder or down the stairs). They are on the wall inside.

OO AGENT

Install a covert modem

You need to install a covert modem. Do this using the communications uplink which is on a wall, behind some crates, just past the sliding chain link gate.

OO AGENT

Initiate a data backup

Enter the ops room, which can be reached by going down through the first guard tower on the dam and then right and through the vertically-sliding door. Kill the guards and use the computer to initiate a backup.

AGENT SECRET AGENT & OO AGENT

Bungee jump from the platform

Pretty self-explanatory this. You need to make your way to the dam, and then jump from the platform which is situated half-way along the dam on the left-hand side (as you walk onto it).

Part 1: BYELOMORYE DAM

Switch
This two-colour switch needs to be activated to open the armoured door. Go up to it and press B.

Pill Box
The pill box is a bit of a pain, as it contains at least two trigger-happy soldiers. The best way to take them out is from long-range with the sniper rifle.

Body Armour
Most levels contain body armour which gives you extra protection against enemy fire. Wear it!

Guard Towers
It is worth exploring the first two guard towers on this level, as they both contain extremely useful items that will make your life that much easier.

Sniper rifle
The sniper rifle lets you to pick off the enemy at long range. Zoom in with the R button, and zoom even more with the up-C button.

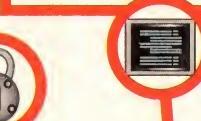
Players
1-4Cartridge
96MMemory
YesPublisher:
Developer:Nintendo
RareGame type:
Origin:3D Shoot-'em-up
UKReleased:
Price:November '97
£49.99

Padlock

A padlock, and you've no key! Target the lock with whichever weapon you have to hand and blow it to bits!

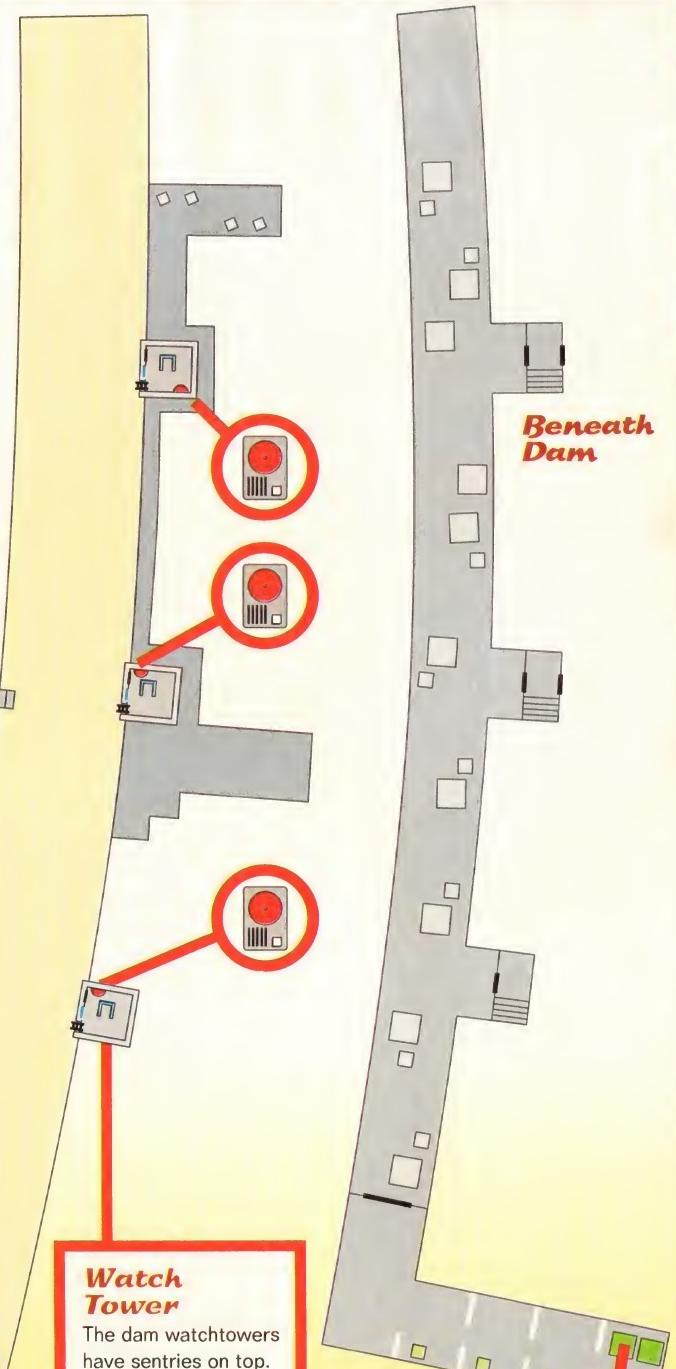
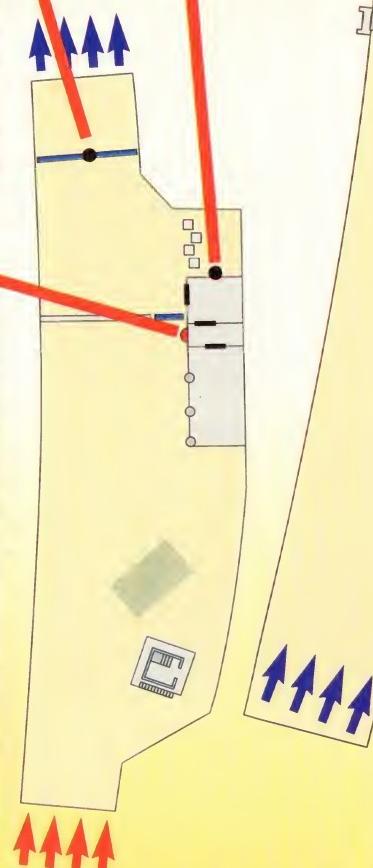
Communications Uplink

The Communications Uplink is hidden behind some crates just past the chain-link gate. Use it to install the covert modem.



Alarm Bell

The alarm bells are set off manually or automatically (if you're caught on camera). Take them out along with anyone who tries to set them off.



Operations Computer

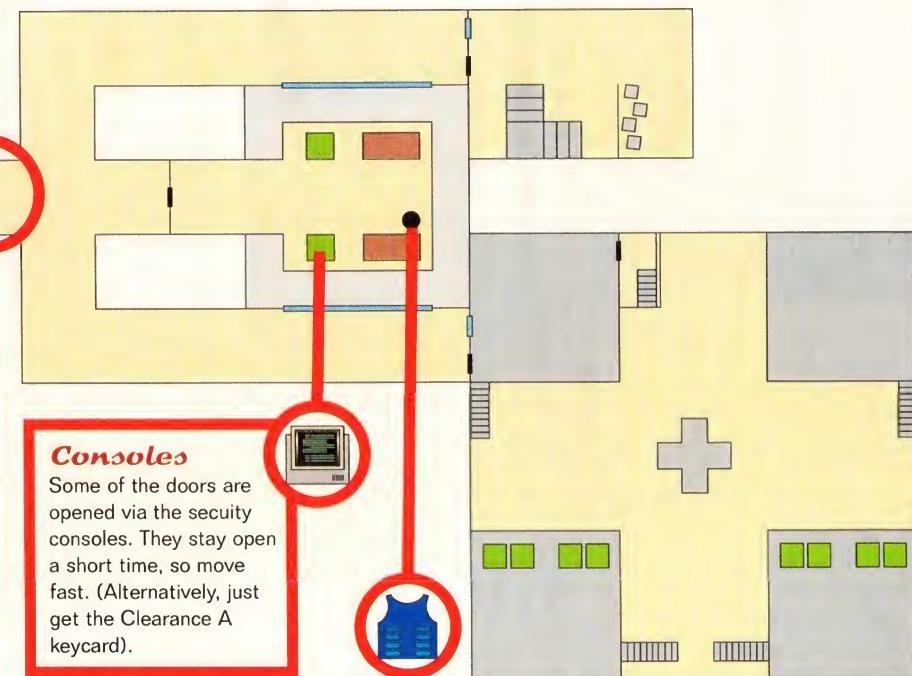
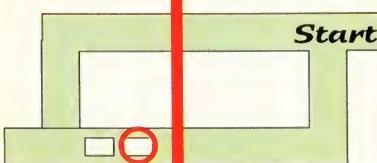
The computers in the ops rooms are protected by at least four guards, one of whom hides behind the computers themselves – don't destroy them!



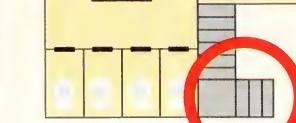
Part 2:

CHEMICAL WARFARE FACILITY 2**Clearance A Card**

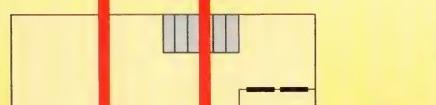
Clearance A keycard is obtained from the scientist who hides in the toilet. It opens all the doors that you would otherwise need the consoles for.

**Consoles**

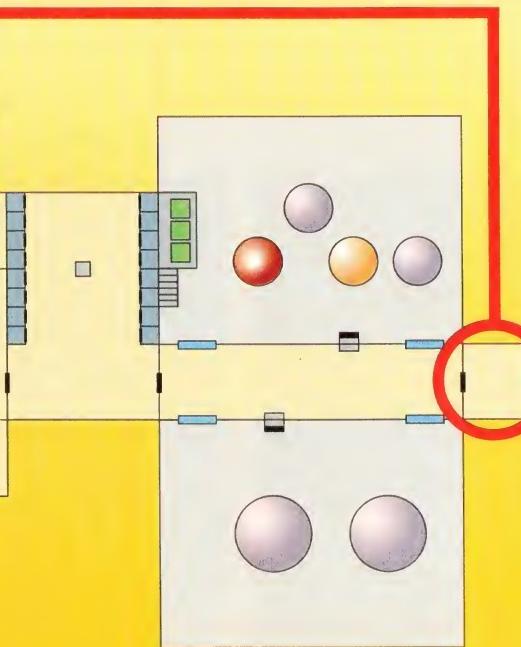
Some of the doors are opened via the security consoles. They stay open a short time, so move fast. (Alternatively, just get the Clearance A keycard).

**Clearance B Card**

Clearance B keycard is dropped when you kill the guard here. It will open certain security doors.



Bond: Time to leave, Dr. Doak.

**Dr Doak**

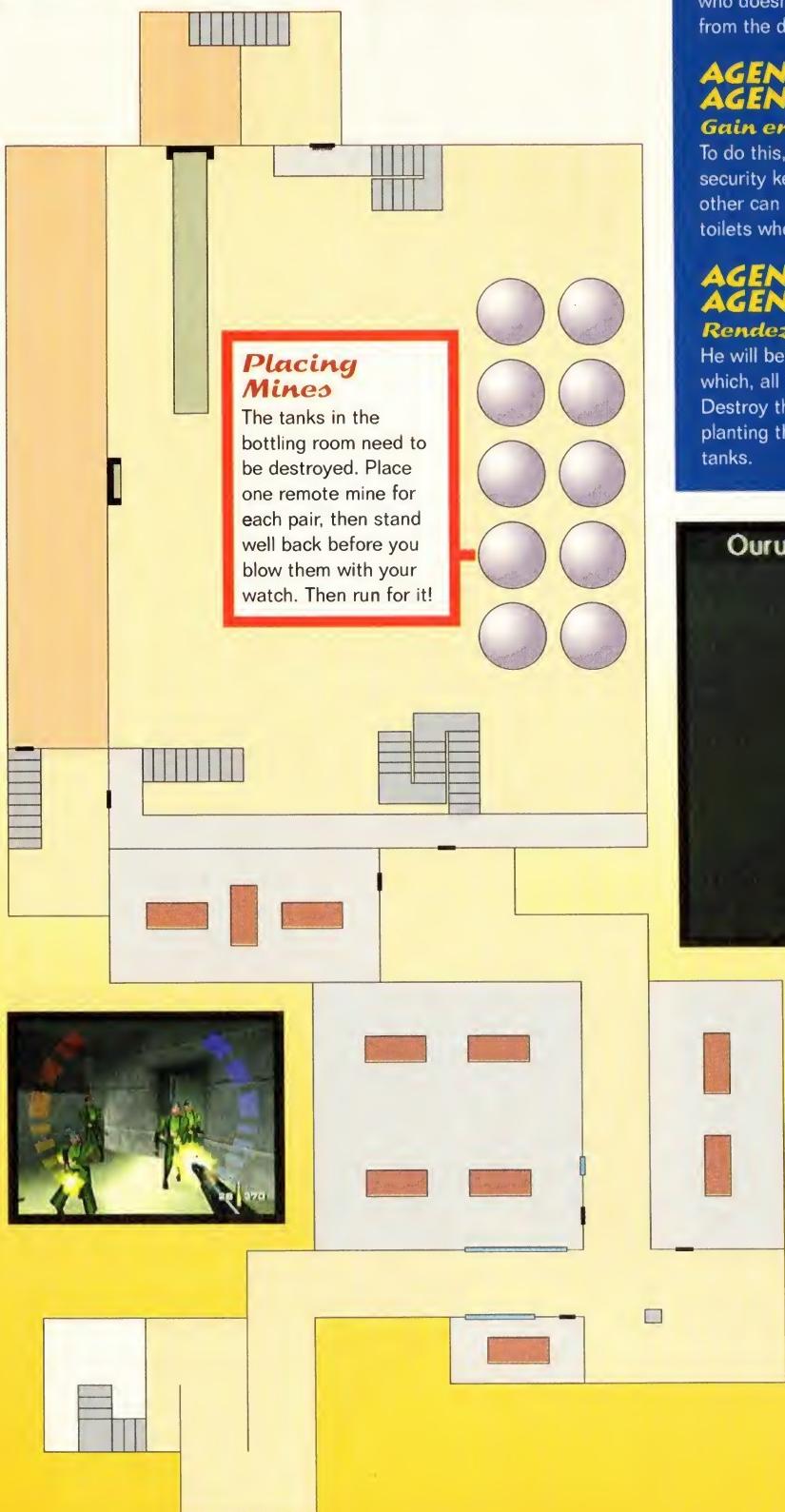
Dr Doak is your Double Agent contact, who holds the key to the bottling room. He can be found wherever there are scientists (he moves in each new game).

Players
1-4Cartridge
96MMemory
YesPublisher:
Developer:Nintendo
RareGame type: 3D Shoot-'em-up
Origin: UKReleased:
Price:November '97
£49.99

Trevelyan: Glad you could make it, 007.

006

006 waits for you in the bottling room. It is advisable to plant as many mines as possible before you meet him, because when you do, practically the entire Russian army appears!

**AGENT, SECRET AGENT & OO AGENT****Minimise scientist casualties**

Easy this: just don't shoot them! Watch out for guards who might dress in lab coats (they probably won't appear on the Agent difficulty level).

SECRET AGENT & OO AGENT**Contact the double agent**

To enter the bottling room, you must first contact the double agent. He is one of the scientists (called Doctor Doak) who will give you the key to the bottling room door. He appears in various different places, so you'll just have to search all the scientists you meet until you find him (you'll know when you do, because he's the only one who doesn't stick up his hands and cower like the others – apart from the disguised guards, that is). Plus he's got a chin-glove.

AGENT, SECRET AGENT & OO AGENT**Gain entry to lab area**

To do this, either use the remote consoles, or capture the two security keycards. One is held by the guard marked on the map, the other can be gained from the scientist who can later be found in the toilets where you started.

AGENT, SECRET AGENT & OO AGENT**Rendezvous with 006**

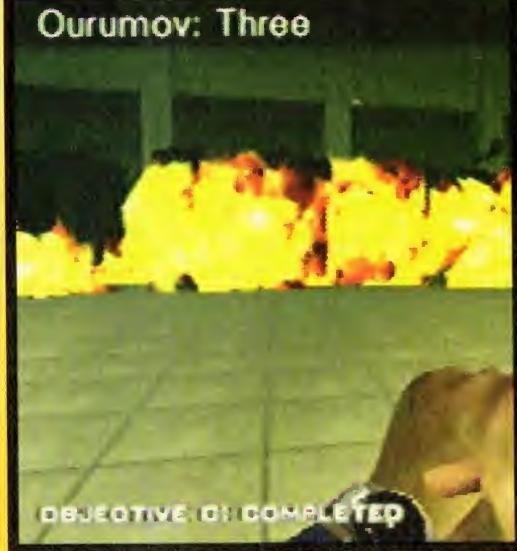
He will be waiting in the bottling room; just go up to him (following which, all hell will break loose).

Destroy the tanks in bottling room. For this, use the remote mines, planting them on the inner side of one of each of the five pairs of tanks.

Ourumov: You have ten seconds...



Ourumov: Three





Part 2: RUNWAY, CHEMICAL FACILITY 2

10



AGENT, SECRET AGENT AND OO AGENT

Find the plane ignition key

It's in a building on the left of the runway, protected by two guards. The easiest way to take care of them is to chuck a grenade around the corner.

SECRET AGENT & OO AGENT

Eliminate the missile battery

Before entering plane, eliminate the missile battery. It's on the right hand-side of the runway, near the plane. Use timed mines, grenades or the tank (bottom right on the map) – but be careful not to run over the plane with it!

OO AGENT

destroy the heavy gun emplacements

You'll need to destroy the heavy gun emplacements before you can take off. These are at the end of the runway, on both sides. As with the missile battery, use mines, grenades or the tank – the latter is recommended as it moves faster, provides some degree of protection, and has better range than the mines and grenades (plus you can run people over!)

AGENT, SECRET AGENT AND OO AGENT

Escape in plane

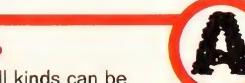
Need we say more? Walk up to the plane (down the runway, on right) and get in!

Plane Ignition Key

The Plane Ignition Key is needed to start up the plane. You'll find it on a table guarded by two soldiers. The key is indestructible, so... grenades anyone?

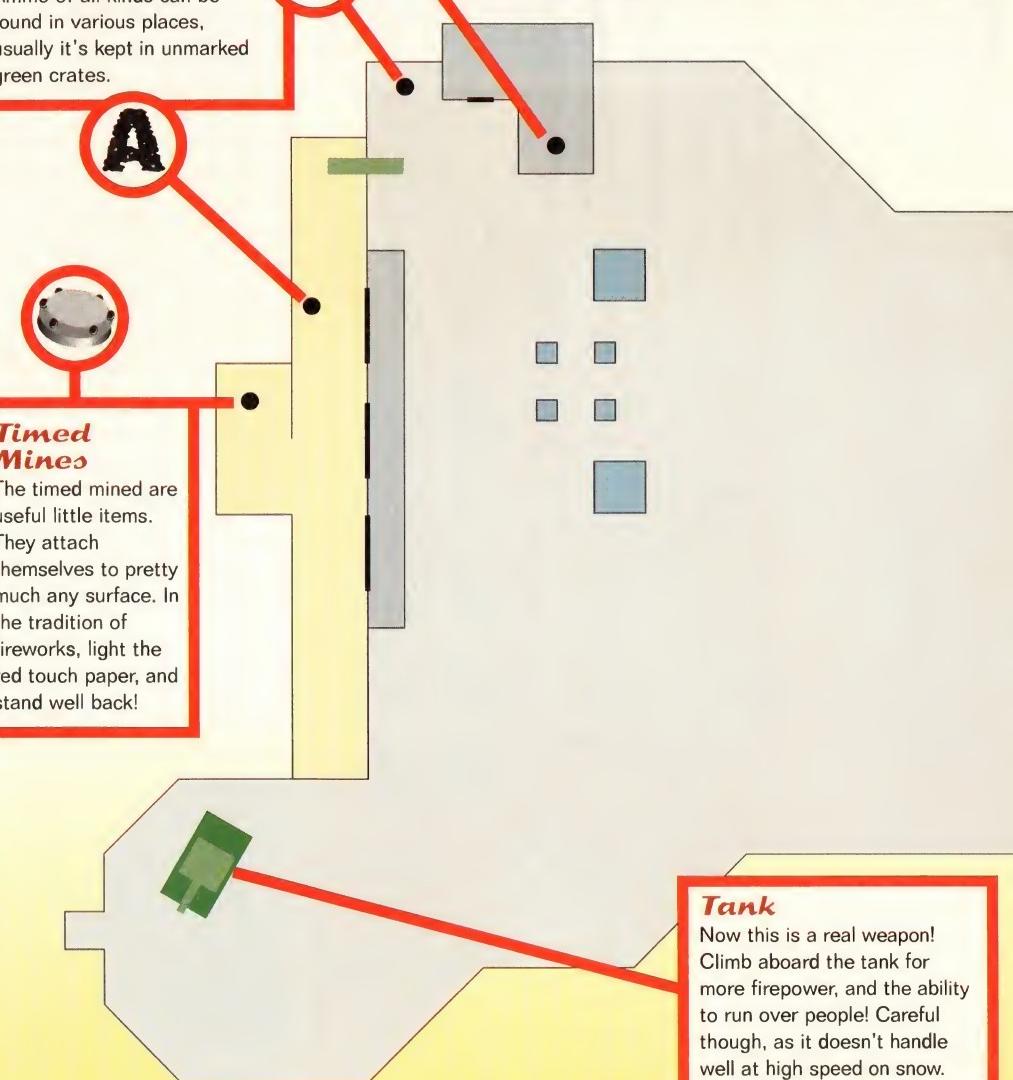
Ammo

Ammo of all kinds can be found in various places, usually it's kept in unmarked green crates.



Timed Mines

The timed mines are useful little items. They attach themselves to pretty much any surface. In the tradition of fireworks, light the red touch paper, and stand well back!



Tank

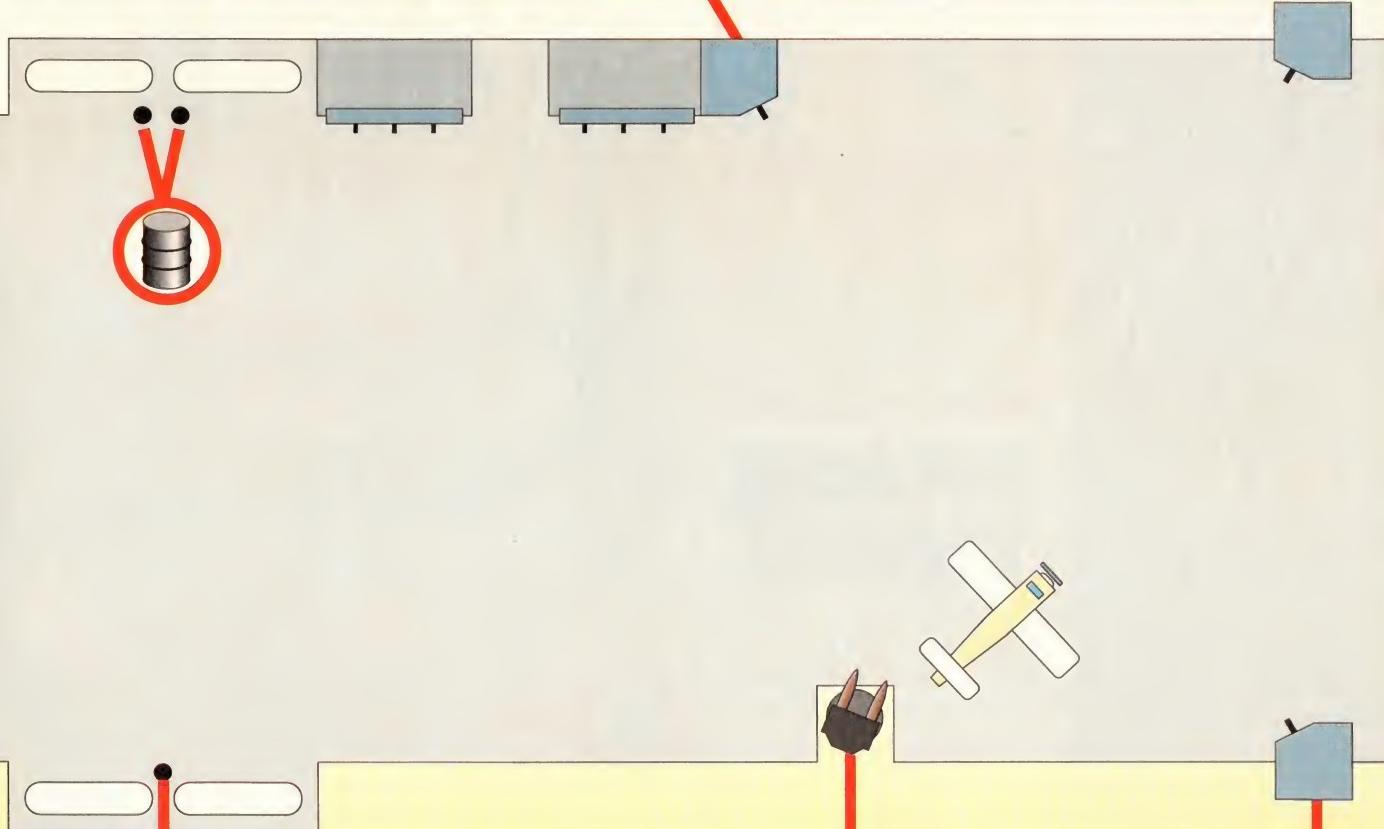
Now this is a real weapon! Climb aboard the tank for more firepower, and the ability to run over people! Careful though, as it doesn't handle well at high speed on snow.



Players
1-4Cartridge
96MMemory
YesPublisher:
Developer:Nintendo
RareGame type:
3D Shoot-'em-upReleased:
Origin: UKNovember '97
£49.99

Heavy Machine Gun

The bunker on the left-hand side contains a huge machine gun. Although not vital to the mission's success, if you don't destroy it, it will destroy you!

Goldeneye
11

Barrels

Dotted around the place you will see barrels. A few well-placed shots will cause these to explode, taking out any soldiers unfortunate enough to be near them.



Missile Launcher

On Secret Agent level, the missile launcher must be destroyed before the plane takes off. Just lob a few grenades at it.

Heavy Guns

At the far end of the runway are two heavy guns built into the cliff walls. Take them out on 00 level, or your plane ride will be a very short one.



SEVERNAYA, USSR

Part 1: INSTALLATION

AGENT, SECRET AGENT & OO AGENT

Power down the communications dish

You will need to use the console in the satellite building – go up to it and press B to deactivate the computer, making sure not to destroy it. This merely activates the auxiliary system, meaning you fail the mission. Really, 007!



SECRET AGENT & OO AGENT

Obtain safe key

To get this, first kill the Siberian Special Forces officer in the small hut, get the key (and the grenade launcher if you want), then use the key to open the locked hut and get the safe key.

SECRET AGENT & OO AGENT

Steal the building plans

These are in a safe in one of the two huts surrounded by a chain link fence near the observatory. The hut and safe keys will allow you access.

AGENT, SECRET AGENT & OO AGENT

Enter the base via the ventilation tower

Easy – make your way to it, climb on top, shoot the locks on the gate and drop down into the base.



Watchtower

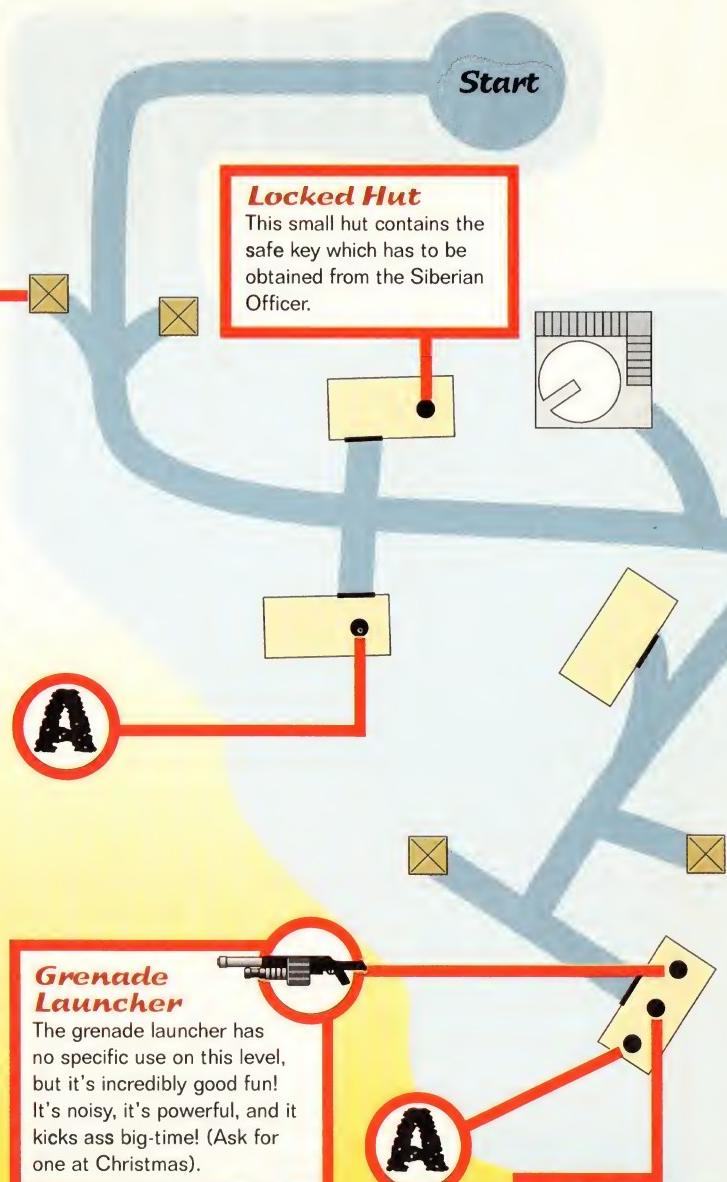
The guard's small watchtowers are usually unoccupied. They are useful for getting a look at the surrounding landscape, and make excellent sniper positions.



Start

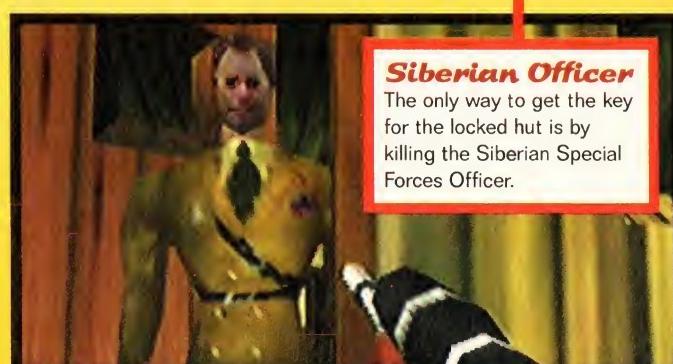
Locked Hut

This small hut contains the safe key which has to be obtained from the Siberian Officer.



Grenade Launcher

The grenade launcher has no specific use on this level, but it's incredibly good fun! It's noisy, it's powerful, and it kicks ass big-time! (Ask for one at Christmas).



Siberian Officer

The only way to get the key for the locked hut is by killing the Siberian Special Forces Officer.



Players
1-4



Cartridge
96M



Memory
Yes

Publisher:
Developer:

Nintendo
Rare

Game type:
3D Shoot-'em-up

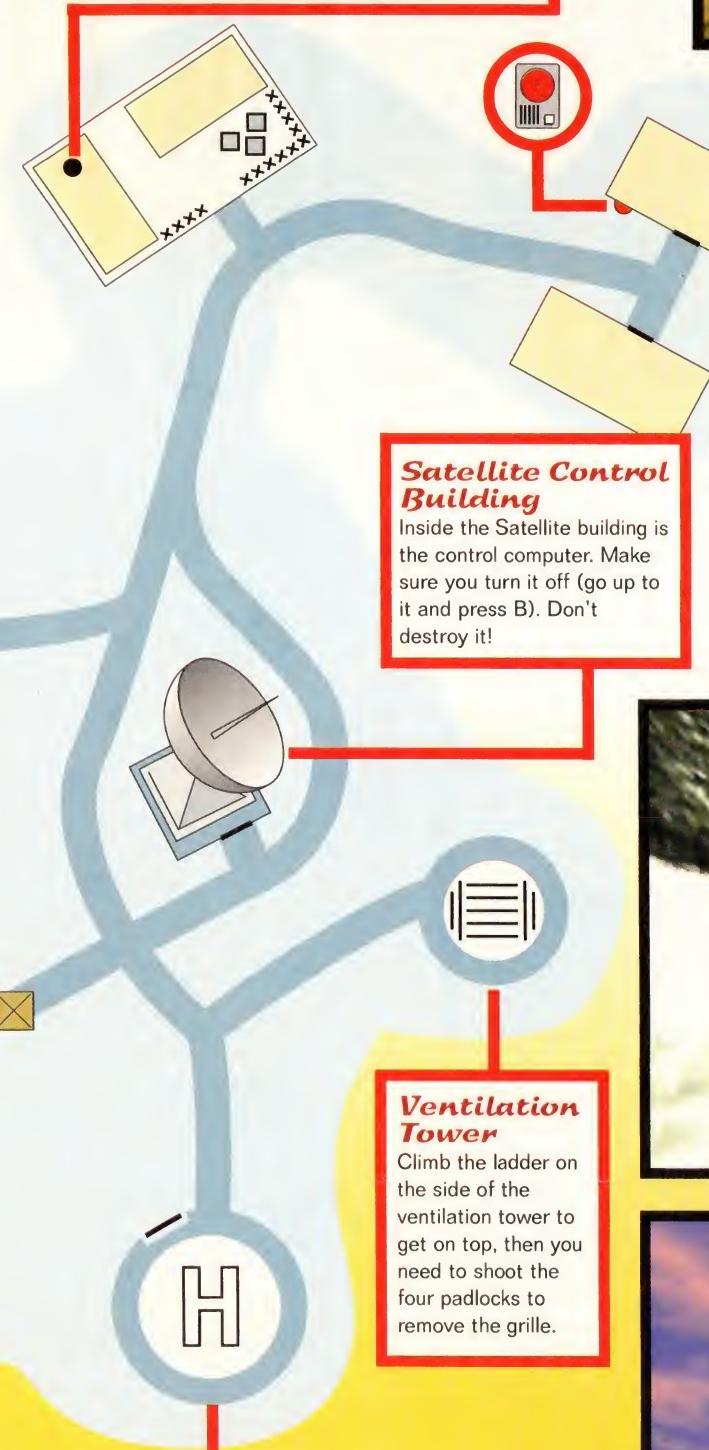
Released:
Origin: UK

November '97
£49.99



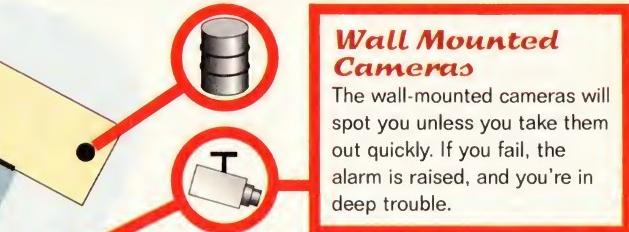
Safe

Once you have the Safe Key, you will be able to get the building plans from the fenced compound (although you'd think Bond could've picked the lock!)



Helipad

The helipad is not important to this level. The door next to it cannot be opened (it leads to the Goldeneye control centre) and if you try to force the issue a horde of special forces troops will come racing out from somewhere to attack you.



Wall Mounted Cameras

The wall-mounted cameras will spot you unless you take them out quickly. If you fail, the alarm is raised, and you're in deep trouble.



SEVERNAYA, USSR

Part 1:

SATELLITE CONTROL BUNKER**SECRET AGENT & OO AGENT****Disrupt all surveillance equipment**

Basically, this means shoot out the cameras before someone notices you. Although you need not do this to finish the Agent level, if you don't take out the cameras, eventually the alarms will go off, and you'll get a never-ending stream of elite soldiers who will seriously hamper your efforts to complete the mission.

AGENT, SECRET AGENT & OO AGENT**Copy Goldeneye key and leave original**

Simply find the key (on a table in the map room), use the copying device from Q, and discard the original (just press the trigger once you've copied the key).

AGENT, SECRET AGENT & OO AGENT**Photograph main video screen**

Go into the large room with the eye on one side and the map on the other, and photograph the map, using the camera you start the mission with.

OO AGENT**Get someone to activate the computer**

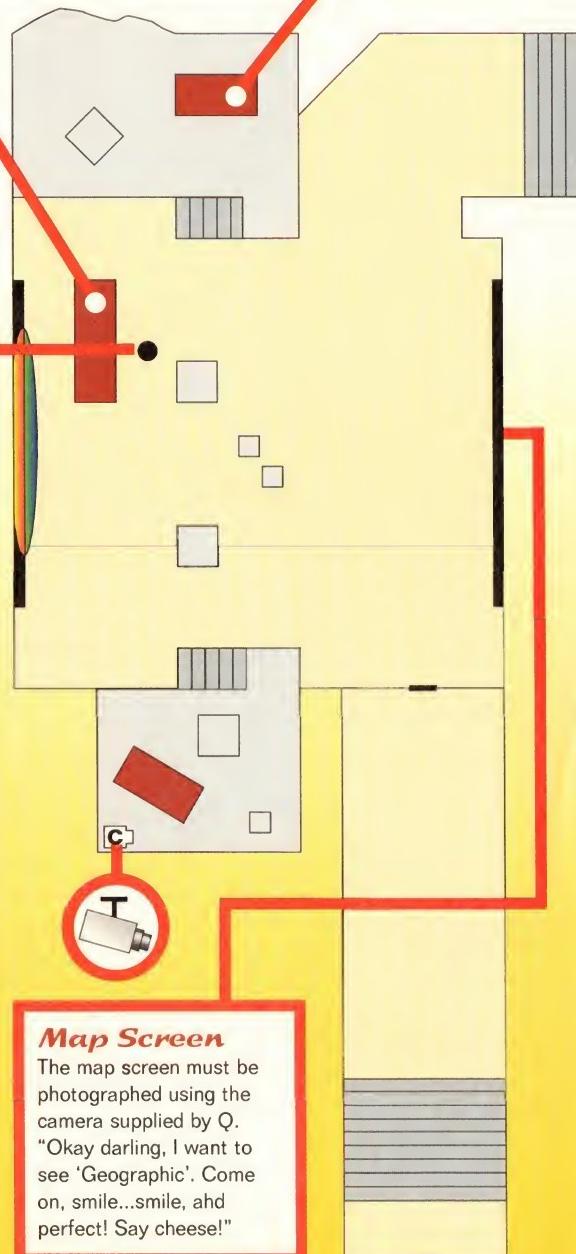
To do this, find Boris, the software expert (the only one on this level without a gun – he's usually in the map room) and approach him without your gun so that he will take you to the mainframe and deactivate the security systems. It is important to note that the mainframe is in the hexagonal room at the bottom of the map, and contains several guards, so take them out first, without destroying the mainframe, before you approach Boris.

OO AGENT**Download data from computer**

Self-explanatory – use Q's device.

**Goldeneye Key**

You need the Goldeneye Key, but the enemy must not know you have it, so after picking it up, use Q's key analyser to duplicate it then discard the original.

**Boris**

Software expert Boris is played by the short guy who was in BBC's *Bernard and the Genie*. Although it's tempting, don't kill him, at least not till he's got you into the computer.

**Map Screen**

The map screen must be photographed using the camera supplied by Q. "Okay darling, I want to see 'Geographic'. Come on, smile...smile, and perfect! Say cheese!"

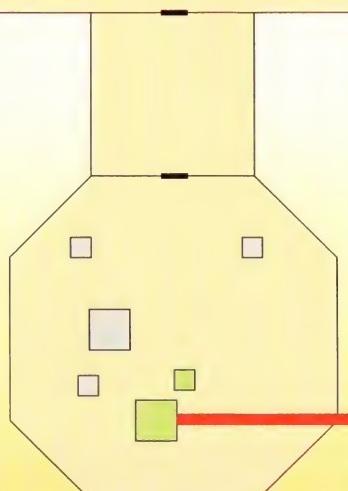
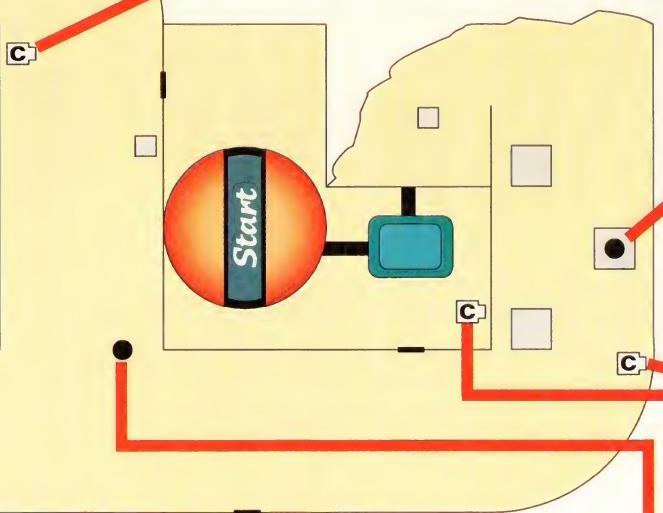
Security Keycard

This guard carries the security keycard. He starts off here, but unfortunately he wanders around a bit, so you may not find him. He won't have gone far though.



Goldeneye

15



Computer Room Keycard

The guard with the roundish hat holds the computer room keycard. You'll need this if you want to take care of the guards in the computer room.



Mainframe Terminal

The mainframe is situated in the locked computer room. When you are dealing with the soldiers guarding it: don't destroy it! (For some reason, computers don't like bullets...)



Goldeneye Solution

page number

15



KIRGHIZSTAN, USSR

Part 1: SOVIET MISSILE SILO

Goldeneye

16

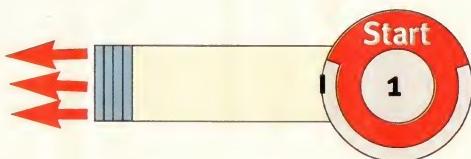


Start position

This is the first missile silo, where you start. The missiles are impervious to damage from small-arms fire, so don't bother trying it!

Key Cards

To exit the labs, you'll need to go through the doors at the top of each set of steps. The doors are locked to begin with, and the key is usually held by a scientist. Here, professor...



Circuit Boards

The first lab contains two circuit boards. Collect all four and you'll be able to build your own AM/FM radio!



Fuel Caches

The fuel is stored in these containers on the wall. Placing the explosives couldn't be easier, which raises the question: why do you have six explosives when you only need four?



OO AGENT

Plant bombs in fuel rooms

General Ourumov is obsessed with security and has stored highly explosive fuel in caches built into the walls of each lab within the silo. There are two caches in each room, and you must place a magnetic incendiary device on one cache from each pair. It is important to note though, that when you place the first charge, the timer starts counting down, so if you're a particularly slow player, it's advisable to place the charges after you've completed the other mission objectives! On Secret Agent level, you don't have to plant the bombs yourself, but be warned – the countdown to detonation begins the moment you enter the level!

AGENT, SECRET AGENT, OO AGENT

Photograph satellite

Mi6 needs a picture of the Goldeneye satellite for their album. Use the camera provided by Q in your equipment, and make sure you're photographing the right item (don't snap the nose cone in one of the other labs by mistake).

SECRET AGENT, OO AGENT

Obtain telemetric data

The scientists have backed up Goldeneye telemetric data on a DAT tape. Wave your gun in a threatening manner at the scientist marked on the map and he'll give it up.

SECRET AGENT, OO AGENT

Retrieve satellite circuitry

There are four circuit boards in the installation that are vital to the silo's launch systems. The boards are a green colour and are found in three of the labs. Pick 'em all up!

AGENT, SECRET AGENT, OO AGENT

Minimise scientist casualties

Okay, easy as pie. As with previous missions, simply don't shoot them!



Circuit Boards

This is where you'll find the aforementioned circuit boards. Just walk up to the desk to collect them!

 Players
1-4

 Cartridge
96M

 Memory
Yes

Publisher:
Developer:

Nintendo
Rare

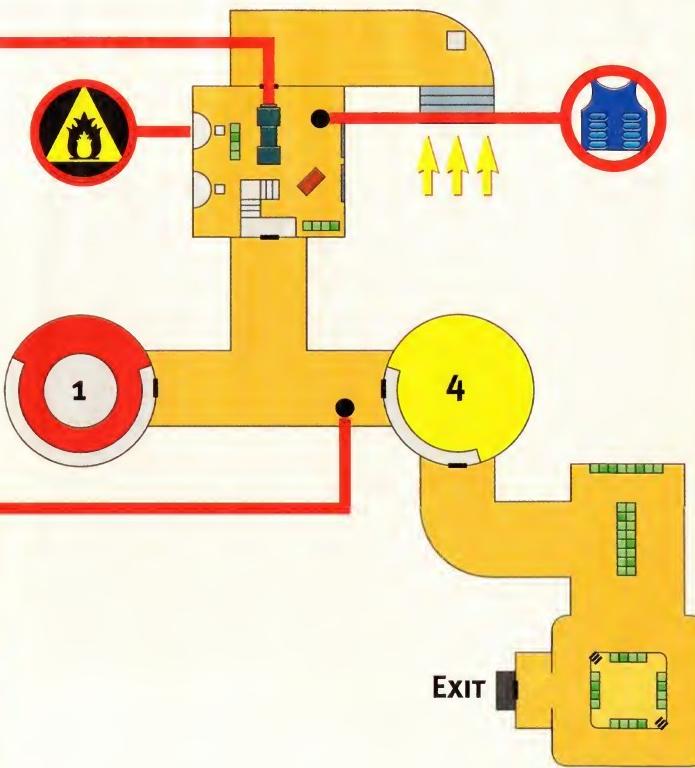
Game type:
3D Shoot-'em-up

Released:
Origin:
UK

November '97
£49.99

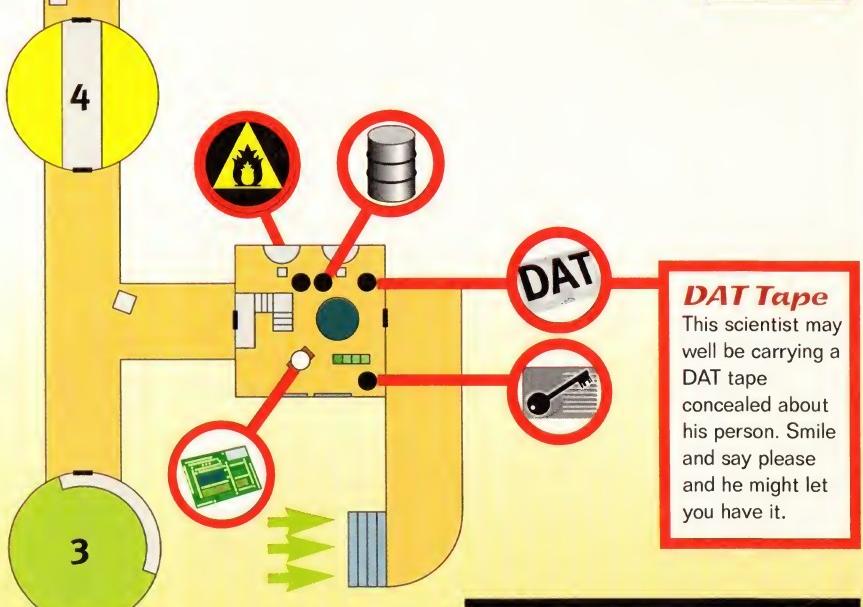
Satellite

Now, this is the satellite! How could you ever get it mixed up with that nose-cone thingy?



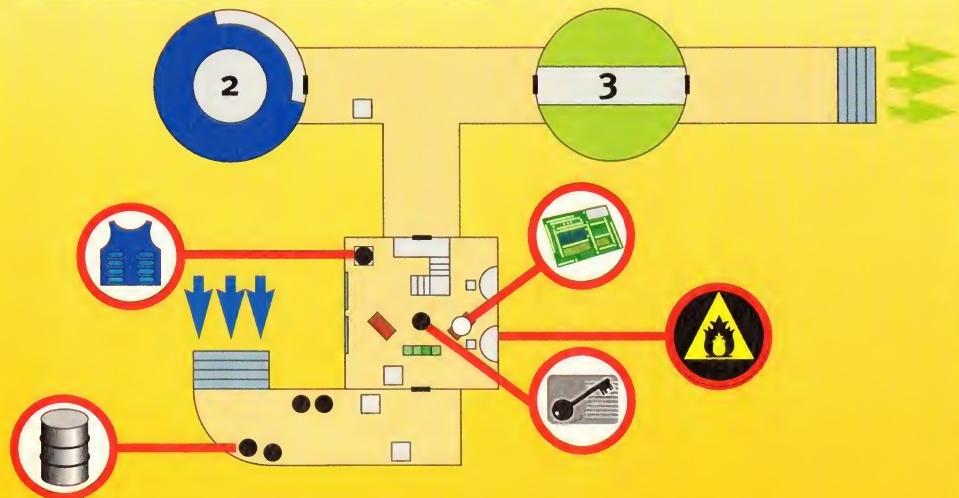
General Ourumov

When you exit the satellite lab, you'll meet the infamous General Ourumov. He can't be killed, so just take out all his troops, shoot him, and he'll run away (bottled!).



Flammable Barrels

Keep an eye out for flammable barrels like these – shooting them when enemy troops are standing nearby proves highly effective, but you don't want to use them as cover!





MONTE CARLO, MONACO

Part 2: FRIGATE LA FAYETTE



Frigate 'La Fayette', Monte Carlo

AGENT, SECRET AGENT, 00 AGENT

Rescue hostages

This is a primary mission objective. Unfortunately the enemy has at least one operative holding a gun at point-blank range on every hostage on board. Regardless of your feelings on setting fire to innocent lambs and preventing British truckers from earning a living, you must take out the guys with the guns without hitting the French hostages. Sometimes this means not taking the obvious entrance to a room, but instead sneaking in through the back door.

SECRET AGENT, 00 AGENT

Disarm bridge bomb

There are two bombs on the ship. The first is on the bridge. Use Q's bomb defuser to disarm it safely (and don't shoot it!)

SECRET AGENT, 00 AGENT

Disarm engine room bomb

A second bomb has been placed on the computer console situated on the upper catwalk of the engine room. Make sure you dispose of the troops in the engine room before you approach the bomb, as a stray bullet could mean disaster.

AGENT, SECRET AGENT, 00 AGENT

Plant tracking bug on helicopter

The helipad is at the rear of the La Fayette. To plant the bug, select it from your inventory, and throw it at the chopper using the trigger button.

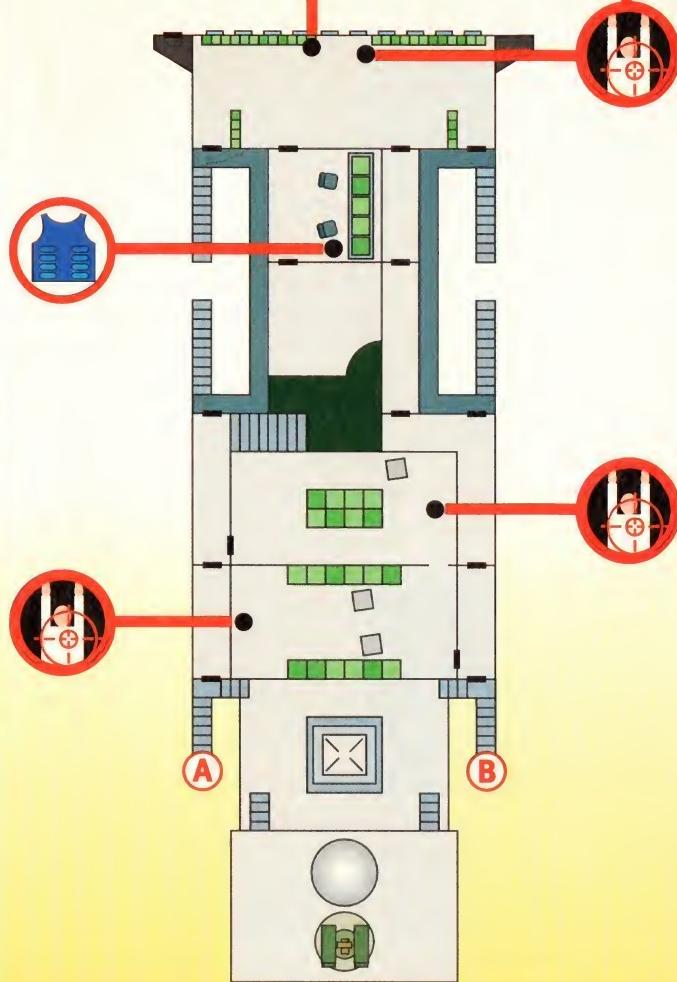
Bridge Bomb

This is the bridge bomb. Approach it, but not too close, then activate Q's bomb disarming device.



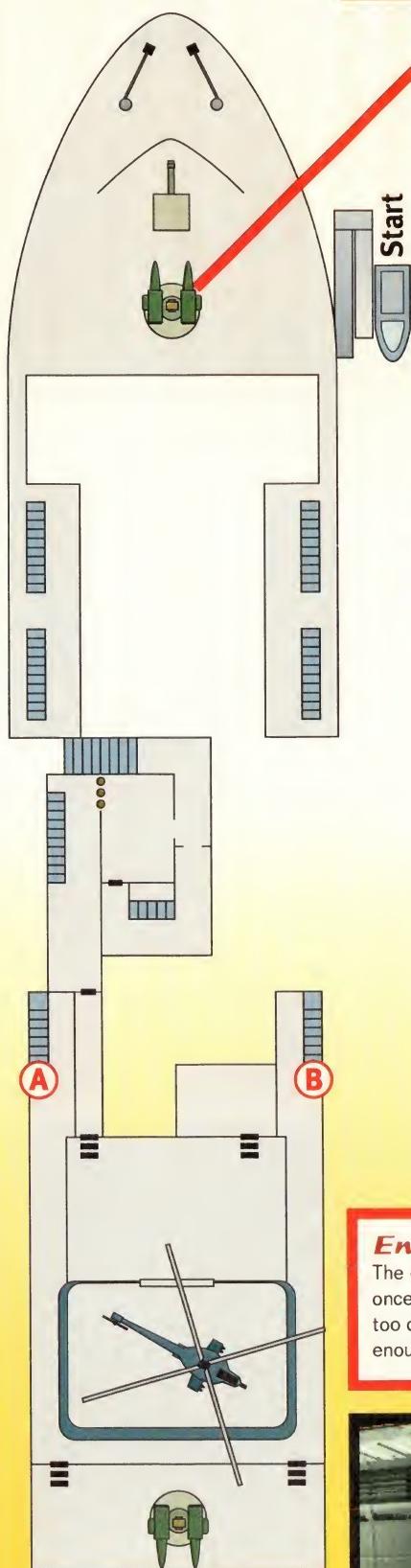
Bridge Hostage

The first hostage blocks your fire if you enter the bridge through the wrong door. Head through the door on the port side of the ship to get a clear shot at the bad guy.



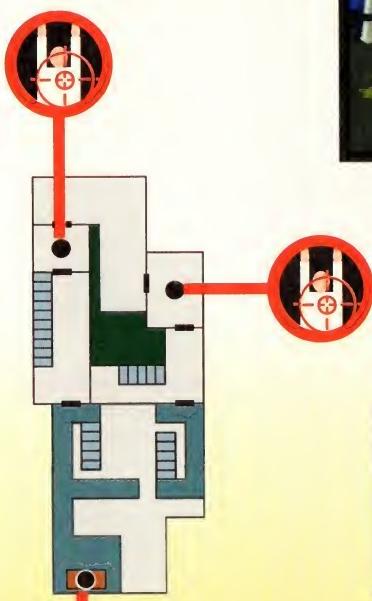
Players
1-4Cartridge
96MMemory
YesPublisher:
Developer:Nintendo
RareGame type: 3D Shoot-'em-up
Origin: UKReleased:
Price:November '97
£49.99

19



Missile launchers

Huge missile launchers can be found at both ends of the ship. If only they were in working order!

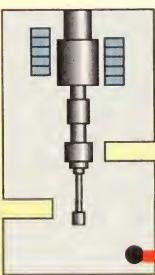


Engine room bomb

The engine room bomb is straightforward, once you know what to do. Just don't get too close to it! (This cannot be stressed enough).

Chopper

Planting the bug on the helicopter is child's play. There aren't even any guards on it. (Although how is it going to take off when you've killed everyone aboard the ship that could fly it?)



Run away

when hostages are released, they race off round the ship looking for a way out. They sometimes open doors behind you and alert the enemy before you're ready for them,





SEVERNAYA, CIS

Part 2: INSTALLATION 2

**Reds**

What's that old saying?
"Red sky at night,
Russians will fight"?
What's going on here?

**OO AGENT**

Disrupt all surveillance equipment

Remember the video cameras in the bunker? There are now four cameras above ground. Destroy these ASAP, as you did the ones in the bunker. One is on the hut that contains the comms room key. Another is on the stairs in the satellite building. One is fixed to the rear of one of the bunkhouses inside the chain-link fence and the last is on one of the pair of empty huts just along from the chain-link surrounded compound.

AGENT, SECRET AGENT, OO AGENT

Break communications link to bunker

The comms room key is held by a special forces officer who is in the hut where you got the first key last time. Take out the officer and grab the key. When you reach the satellite building, enter the comms room and this time, instead of fiddling with on/off switches, blow the flash CPU and its dual hard drives to hell!

SECRET AGENT, OO AGENT

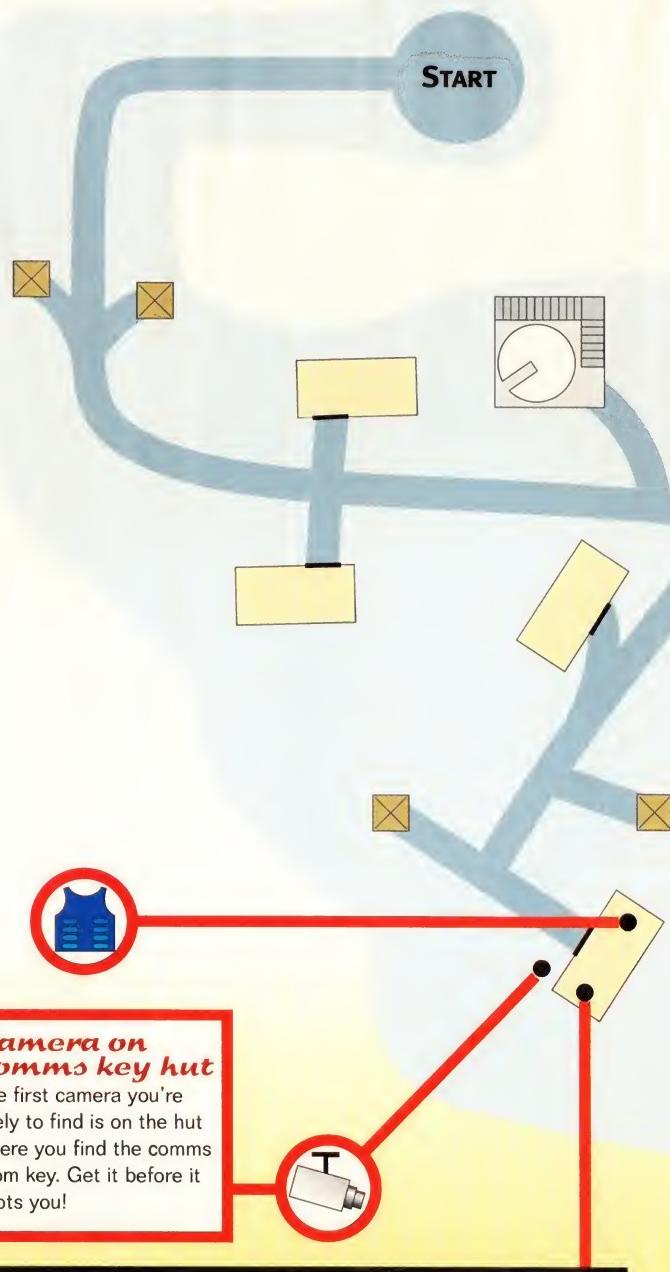
Disable Spetsnaz support aircraft

Did we say disable? What we really mean is take Q's timed mine, attach it to the helicopter's fuselage, and run like hell, because it goes up like a... er, bomb!

AGENT, SECRET AGENT, OO AGENT

Gain entry to bunker

The ventilation tower is out of the question this time, as since your last visit General Ourumov has had the gate welded shut. This time, head directly for the bunker door next to the helipad.

**Security Officer**

What is it with this hut? Do the key-holding officers get it as a special perk of their job or something? Die screaming, you gun-toting shades-wearing officer dude!

Players
1-4Cartridge
96MMemory
YesPublisher:
Developer:Nintendo
RareGame type: 3D Shoot-'em-up
Origin: UKReleased:
Price:November '97
£49.99

Helicopter

This is the state-of-the-art Russian attack chopper – impressive or what? Well... what, actually, and it'll be even less impressive once you've used your timed mine!

Model chopper

You shouldn't even need to go near this hut, unless you're playing on 00 level. The camera covers a hut with nothing in it except a widdle model of a helicopter (aaaah, bless!).

Computer in satellite building

No pussy-footing around with the computer this time – blow that sucker to pieces! (Isn't that soooo much more satisfying than simply switching it off?)





SEVERNAYA, CIS

Part 2: BUNKER COMPLEX

Goldeneye

22



Severnaya Bunker Complex

SECRET AGENT, OO AGENT**Compare staff/casualty lists**

MI6 need to know the names of the personnel behind the La Fayette hijacking. The information is contained on two lists, a staff list and a casualty list. The staff list is in a document which is always in the same place on the map. The other is on a clipboard held by a Siberian special forces officer. The problem with this item, and other items such as keycards and keys, is that once the shooting starts (and it will start) every soldier in about a mile radius of you will come rushing along to join in. For this reason, it is not possible to pinpoint the soldiers that have specific items – so you'll just have to search everyone!

AGENT, SECRET AGENT, OO AGENT**Recover CCTV tape**

The object of this is to eliminate all proof that you've been in the complex. The videotape is kept in the room adjacent to the ventilation tower (ie, where you entered first time around). You'll know the tape when you see it, as it acts as a bit of flagrant advertising for the home video industry.

SECRET, OO AGENT**Disable all security cameras**

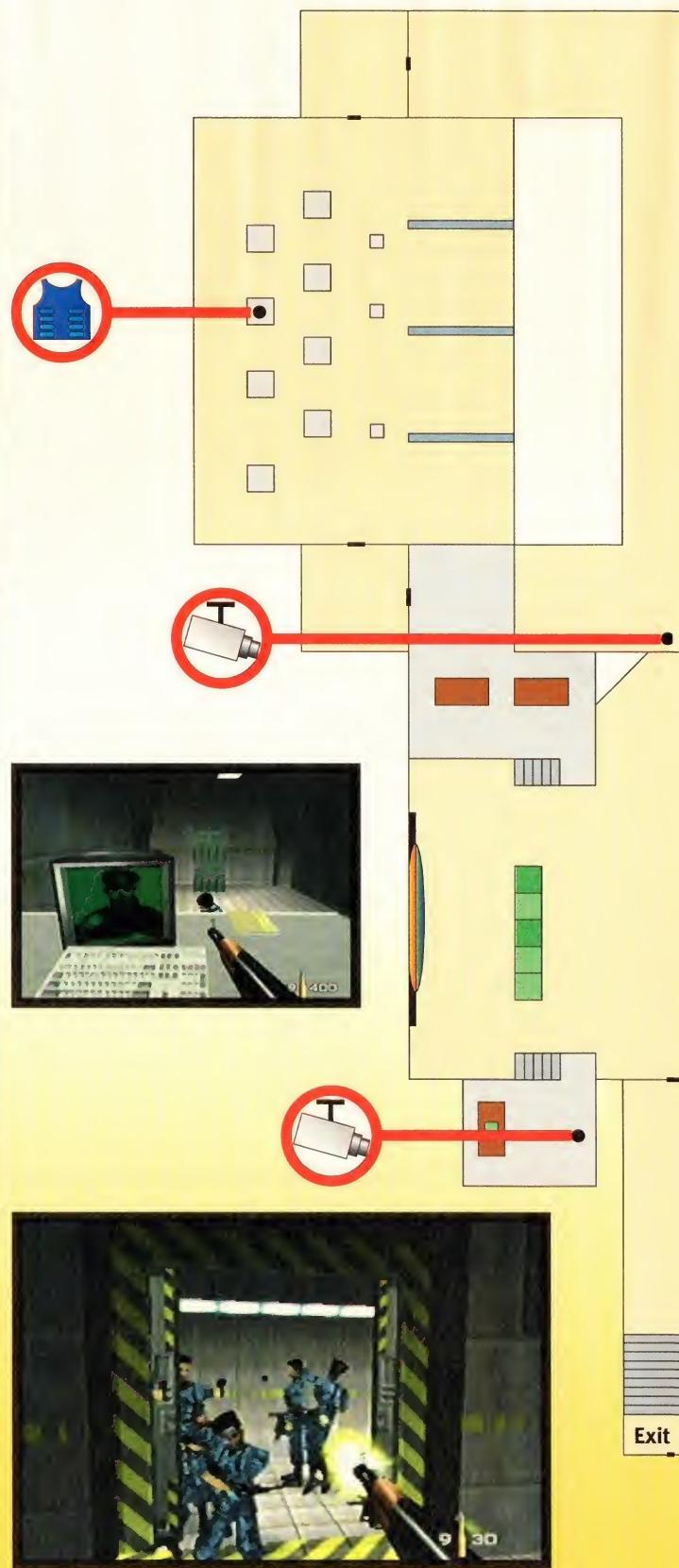
There are five video cameras that will alert guards to the presence of any intruder. Their locations are all marked on the map, so get them before you are spotted! Taking them out from a distance is a useful tactic, or even try firing through a door – otherwise just make sure that you're quick on the draw!

OO AGENT**Recover Goldeneye manual**

Ourumov has had the Goldeneye manual locked up in a safe guarded by several of his Siberian special forces troops. Two keys are required to open the safe. One key is with the guards in the room containing the safe. The other is carried by another guard who is stationed in the computer room.

AGENT, SECRET AGENT, OO AGENT**Escape with Natalya**

The key to Natalya's cell is carried by the guard just outside your cell. However, when you release her she will follow you around, often wandering aimlessly through crowds of guards; since she doesn't have an amazing talent for dodging your bullets, it's best to leave setting her free until last, when you've cleared the rest of the complex of 'hostiles'.

**Safe room**

One of the first rooms you find is the one with the safe. Once you've cleared it of its occupants, find some cover and get your trigger finger ready, because the majority of the Russian army comes pouring in the door. This is a handy way to get a lot of the items you need.



Players
1-4



Cartridge
96M



Memory
Yes

Publisher:
Developer:

Nintendo
Rare

Game type:
3D Shoot-'em-up

Released:
Price:

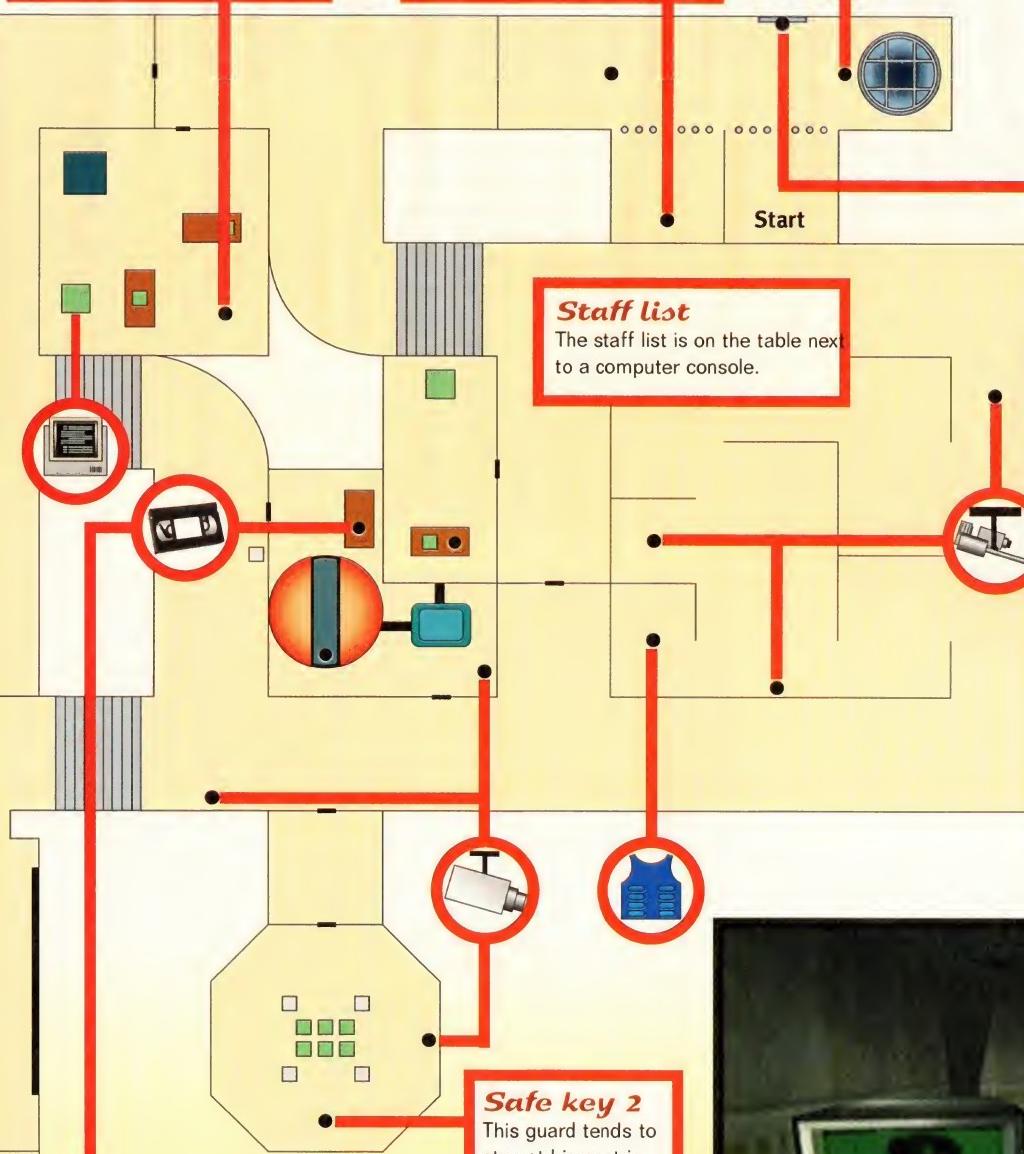
November '97
£49.99

Safe Key 1

Shoot this guard to gain the first of the two safe keys.

Natalya

Natalya will wait for you in the cell where you start.



Magnetic watch

Escape from the cell using Q's magnetic watch. Simply aim the magnet at the peg board with the key, and fire.

Staff list

The staff list is on the table next to a computer console.

Camera mounted guns

The camera-controlled guns are a new addition to this level. They are very deadly if they get a clear shot at you, so take them out fast!



Video tape

Finding the video tape is no problem, but why is it advertising some Hollywood film?



Door



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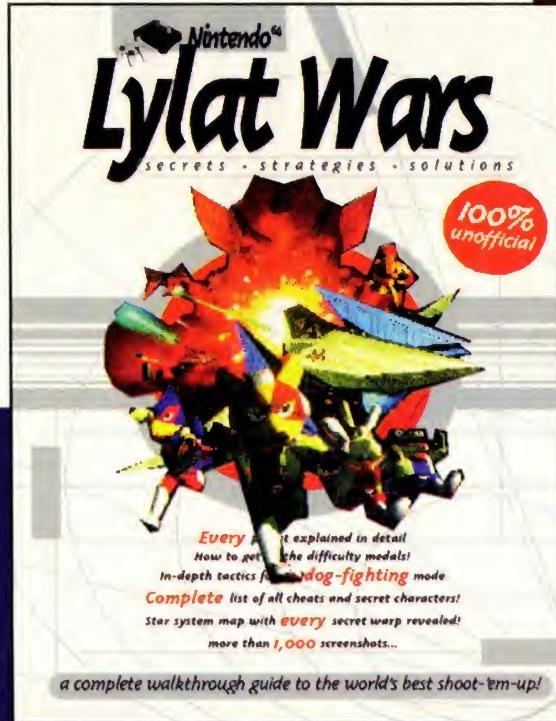
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**AGENT, SECRET
AGENT
OO AGENT****Contact Valentin**

Make your way through the park to the red cargo container and enter it to meet Valentin Zukovsky. He will talk to you and tell you where to meet Janus – by the statue of Lenin. As soon as he finishes talking, make your way to the statue at the far end of the park. Don't leave until he's stopped gassing on though, or you won't be able to complete the mission!

**AGENT, SECRET
AGENT
OO AGENT****Confront and unmask Janus**

When you get to the statue, Janus will appear with his bodyguards. Shock horror – it's your old mate Trevalyan! At this point put your gun away. If you don't, Janus will warn you, and if you still don't the guards will open fire and Janus will run off before you can discover his identity. Play along until the 'objective completed' message appears. After this you can either wait for Janus to finish his speech, or just move towards him. Either way he will run off.

**AGENT, SECRET
AGENT
OO AGENT****Locate Pirate helicopter**

The stealth helicopter has now landed on the field back where you started. After Janus runs off, a countdown starts. You must reach the helicopter before it explodes.

**AGENT, SECRET
AGENT
OO AGENT****Rescue Natalya**

Janus has brought along Natalya for protection. Approach the helicopter to find her lying unconscious on the ground. Go up to her to wake her, then move away from the helicopter fast, because she's gonna blow! (The helicopter, not Natalya – fnarr o fnarr!)

**AGENT, SECRET
AGENT
OO AGENT****Find flight recorder**

The black box flight recorder will be thrown into the park by the explosion of the helicopter. Nip back in and find it before you leave. The recorder (a bright orange box) lands in a random location each game, but you'll be told if you've gone too far back into the park.

ST PETERSBURG, CIS

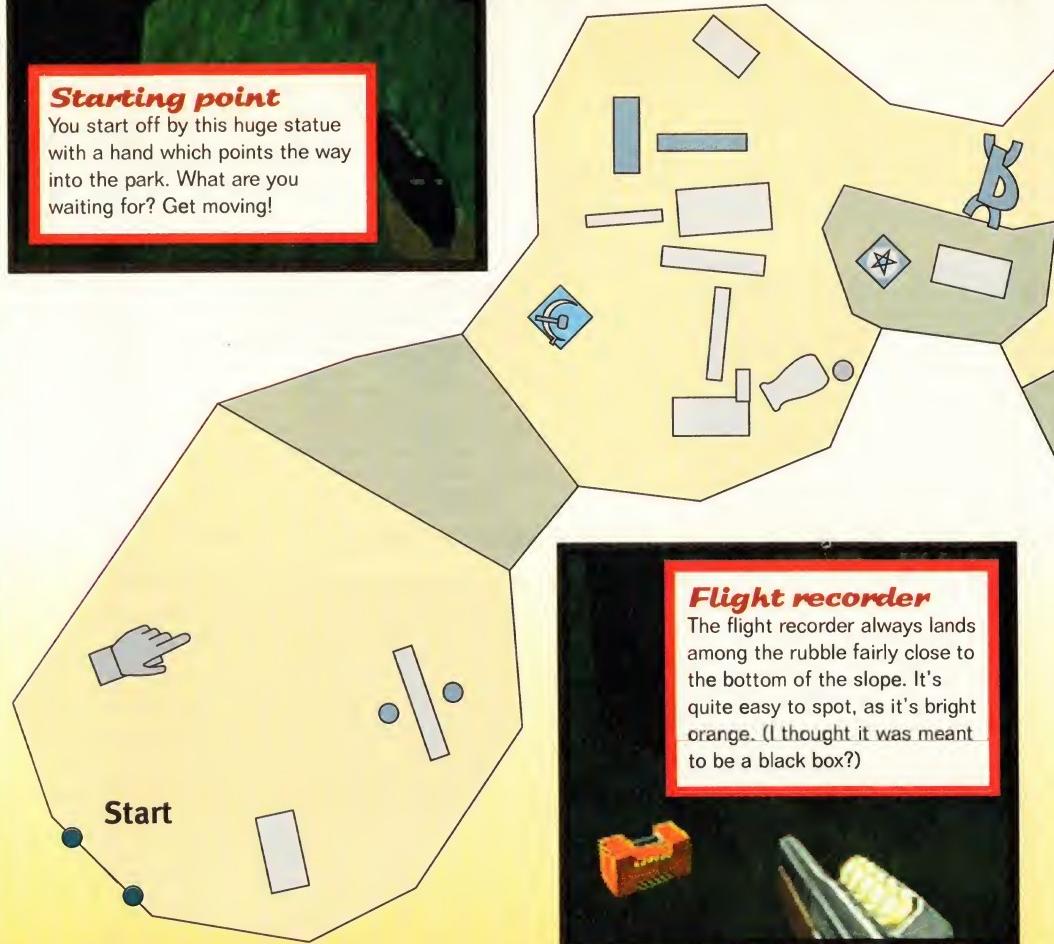
Part 1: STATUE PARK

**Starting point**

You start off by this huge statue with a hand which points the way into the park. What are you waiting for? Get moving!

**Chopper**

The helicopter explodes after a short countdown. If you don't find it in time, Natalya will be killed and you'll have failed in your mission, so get your skates on!

**Flight recorder**

The flight recorder always lands among the rubble fairly close to the bottom of the slope. It's quite easy to spot, as it's bright orange. (I thought it was meant to be a black box?)

**Valentin**

Valentin is quite a portly fellow, and hides inside the red container. No matter how much you want to, don't kill him, as he will give you Janus' location.

Mishkin around

When you return to the gates you'll find Natalya being held at gunpoint by Russian guards under the command of Mishkin. You can't kill them without her getting shot, so make sure you put your gun away, then go and talk to Mishkin.



Players
1-4Cartridge
128MMemory
YesPublisher:
Developer:Nintendo
RareGame type: 3D Shoot-'em-up
Origin: UKReleased:
Price:Out now
£49.99**Janus**

Janus is an incredibly cautious chap. If you don't do everything he tells you to, he'll run off. And then he runs off anyway! (Some people, I ask you!)

Lenin Statue

Ah, the Beatles! What a terrific group! And this bloke was the greatest of them all. What's that? Oh... erm, you'll find Janus next to this statue of Lenin. (Not Lennon apparently – how was I supposed to know?).

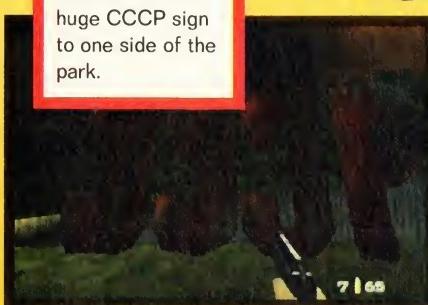


Goldeneye

27

**CCCP**

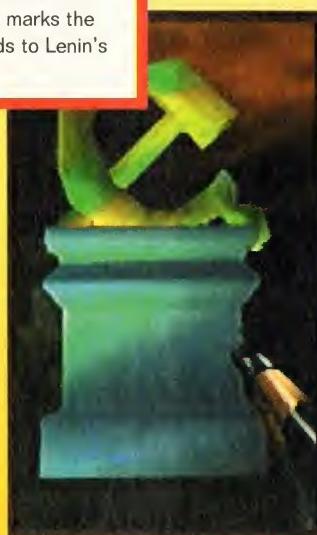
Amongst the rubble are various communist statues. A useful landmark is the huge CCCP sign to one side of the park.



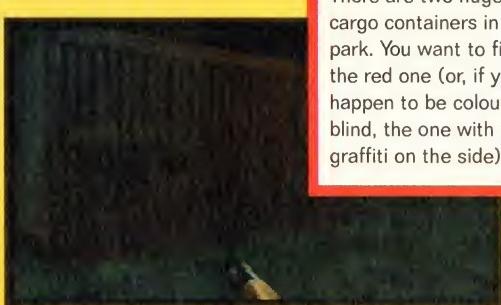
7 | 65

Hammer and sickle

A handy statue is the gold hammer and sickle on a podium. This marks the gap that leads to Lenin's statue.

**Red container**

There are two huge cargo containers in the park. You want to find the red one (or, if you happen to be colour-blind, the one with the graffiti on the side).



Goldeneye Solution

page
number

27

ST PETERSBURG, CIS

Part 2: MILITARY INTELLIGENCE ARCHIVES

In the beginning...

The room you start in has two armed agents guarding you. One of them has the key to the door, so you'll need to deal with them before you can leave.

**AGENT, SECRET
AGENT,
OO AGENT**
**Escape from
interrogation
room**

You start in a room with two GRU agents and your unloaded weapon with a clip on the table in front of you. You can grab the gun, load it and shoot the two agents, but it is better to walk round the room, and karate chop them both, which won't make as much noise, and should give you more time to get ready for the flood of guards that will arrive at the first sounds of gunfire.

**AGENT, SECRET
AGENT,
OO AGENT**
Find Natalya

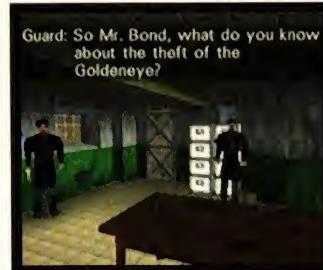
Natalya is detained in another room with GRU agents (marked on the map). When you enter the room, she won't immediately run clear, so make sure she doesn't get in your line of fire when you shoot the agents.

**SECRET AGENT,
OO AGENT**
**Recover helicopter
flight
recorder**

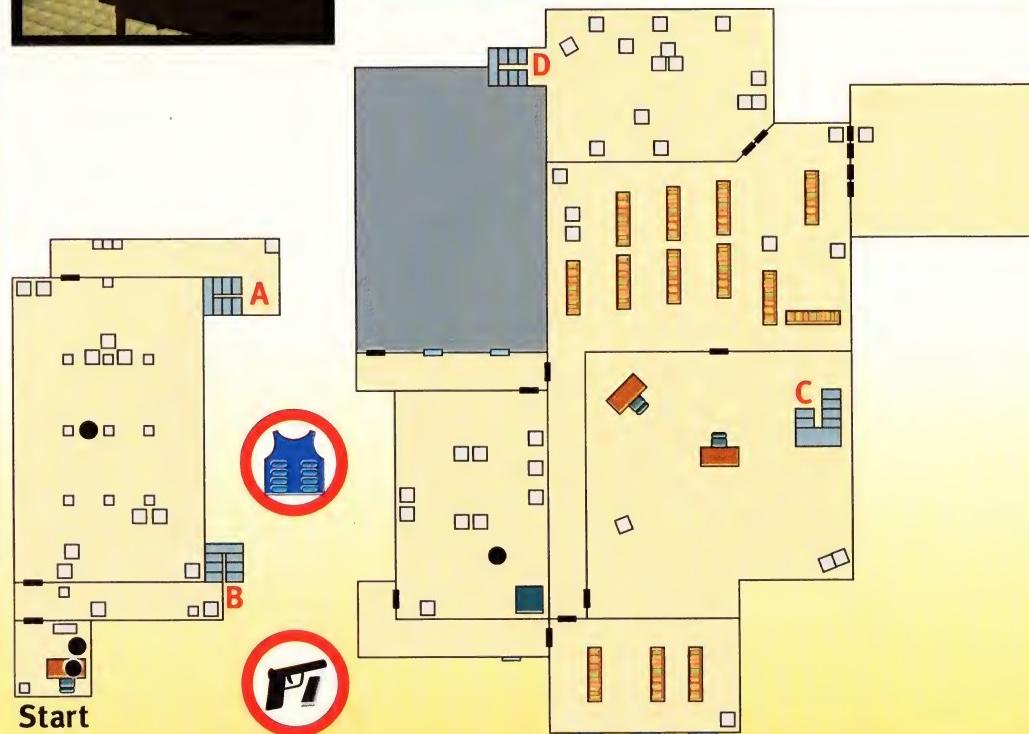
Defence Minister Mishkin has the flight recorder locked in a safe in one of the downstairs rooms. When you enter the room, don't shoot him; talk to him, and he will give you the key to the safe. Kill him, and you'll never get the recorder!

**AGENT, SECRET
AGENT,
OO AGENT**
Escape with Natalya

Make sure Natalya is following you, and make your way to one of the windows in the library. Shoot the panes of glass out and make your way to freedom.

**Body armour**

Body armour is a must on this level, and conveniently there's some in the room directly opposite where you are held to start with.

**Leaving the
interrogation
room**

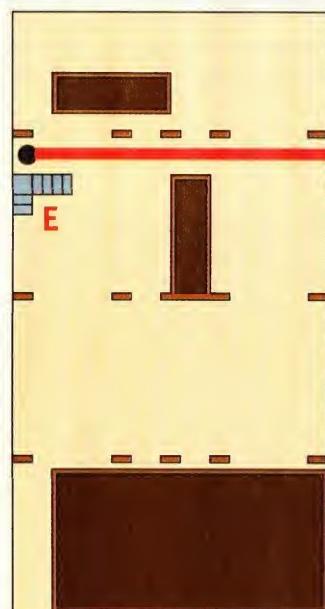
When you make your escape from the start room, expect a mass of guards and GRU agents to pursue you. It's advisable to grab a machine gun the first chance you get.

Mishkin

Defence Minister Mishkin is in the room with the safe. If you can resist the temptation to kill him, he'll give you the key to the safe which holds the flight recorder.

Flight recorder

As if it's not enough that you have to recover the flight recorder once, you have to recover it again! It's a little easier this time though – just open the safe.

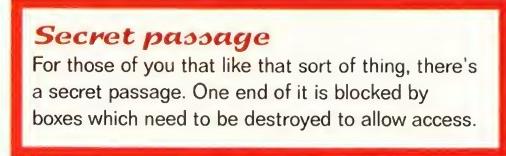
Players
1-4Cartridge
128MbMemory
YesPublisher:
Developer:Nintendo
RareGame type:
3D Shoot-'em-up
Origin:
UK
Released:
Price:Out now
£49.99

Exit

Escaping from the building is easy when you've got a gun and a convenient window.

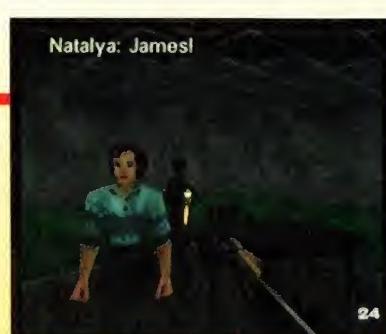
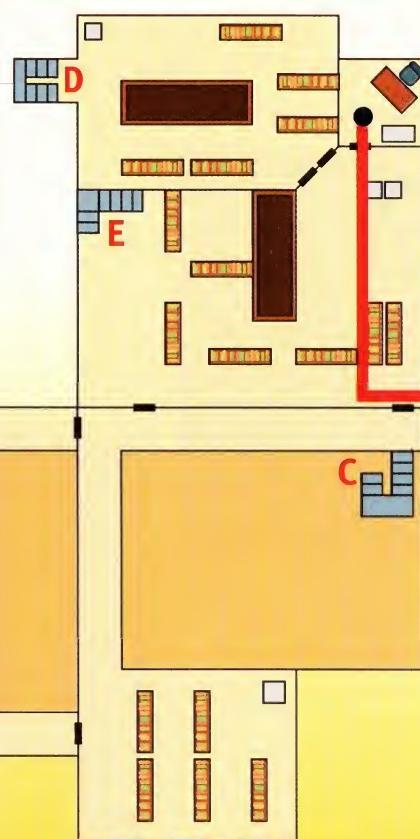
Attic

If Natalya runs off, you'll usually find her hiding up in the loft. This keeps her out of the way of any gunfire. Simply fetch her when you've finished everyone off. On the rare occasions when she isn't here, she can be found in the room at one end of the secret passage or back in the room where you first found her!

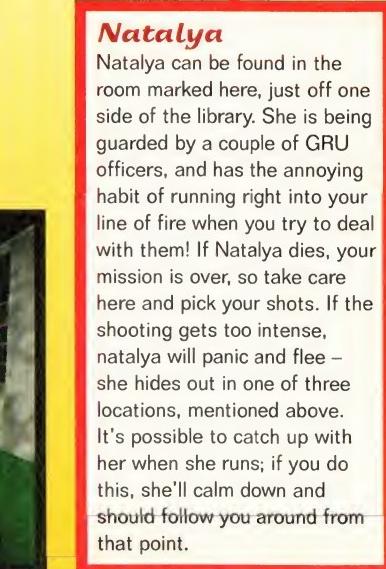


Secret passage

For those of you that like that sort of thing, there's a secret passage. One end of it is blocked by boxes which need to be destroyed to allow access.



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ST PETERSBURG, CIS

Part 3: THE STREETS

Valentin: Ah, Mr. Bond, I see you have eluded the clutches of Military Intelligence.



SECRET AGENT, OO AGENT

Contact Valentin

Valentin may have some information on Ourumov. You'll need to meet with him in the abandoned building down an alleyway near the start. As well as giving you information, Valentin will also arrange to have Ourumov 'detained' for a while, giving you more time to catch up, so it's a good idea to talk to him even if you're playing in Agent mode. Watch out for soldiers though, as they are likely to attack you while you are talking to him.

AGENT, SECRET AGENT, OO AGENT

Pursue Ourumov and Natalya

As you only have a short amount of time to find Ourumov and Natalya, you'll need to move through the streets fast. The tank near the start offers a handy method for getting from A to B while at the same time running people over – but watch out for mines!

AGENT, SECRET AGENT, OO AGENT

Minimize civilian casualties

No scientists here – just civilians. Rather helpfully they are all dressed in red jumpers (and they're all male) so they are easy to spot. As you did (or should have done) with scientists on previous missions, don't shoot them. The problem is, they have an unfortunate habit of running towards you and throwing themselves under the tracks of the tank...

Valentin

Fat bloke Valentin is actually a help rather than a hindrance in this mission as he buys you more time. Of course, you could just decide you don't need more time and blow the tubster away instead!



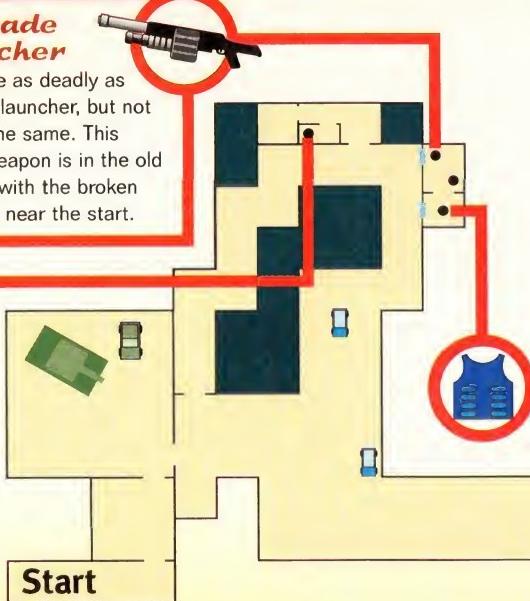
Valentin in here

Only the best for the top men in the Russian Mafia – this is where you meet Valentin. Hardly a five-star hotel, is it? Things have really gone downhill since the old days of Aston Martins and Martinis...



Grenade launcher

Not quite as deadly as a rocket launcher, but not bad all the same. This handy weapon is in the old building with the broken windows near the start.



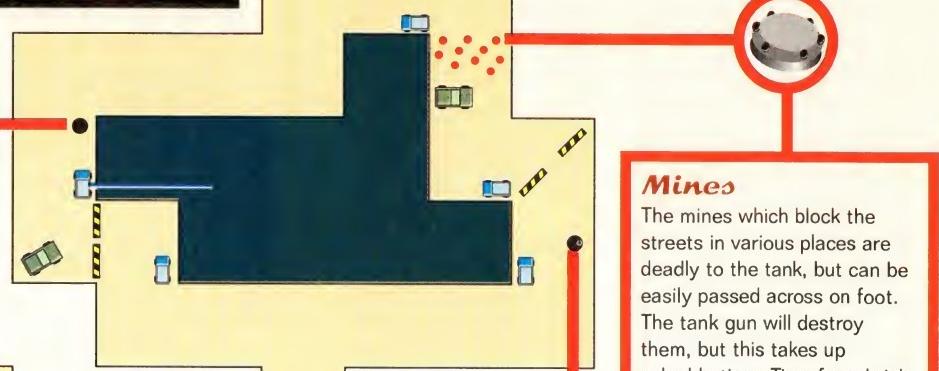
In tank

The tank certainly looks impressive, and carries a lot of firepower. However, it's far too easy to run over civilians while driving it. It's best to take the tank about as far as the first group of mines and then proceed on foot from there. Keep moving, and you should make it to the end without much trouble.

Players
1-4Cartridge
128MbMemory
YesPublisher:
Developer:Nintendo
RareGame type:
3D Shoot-'em-up
Origin:
UKReleased:
Price:Out now
£49.99

Body armour

There are two sets of body armour on the map, the first near the start through a broken window into a dilapidated building, the other lying by the side of the road near the end. It's better to avoid this second set as the route to it is rather dangerous.

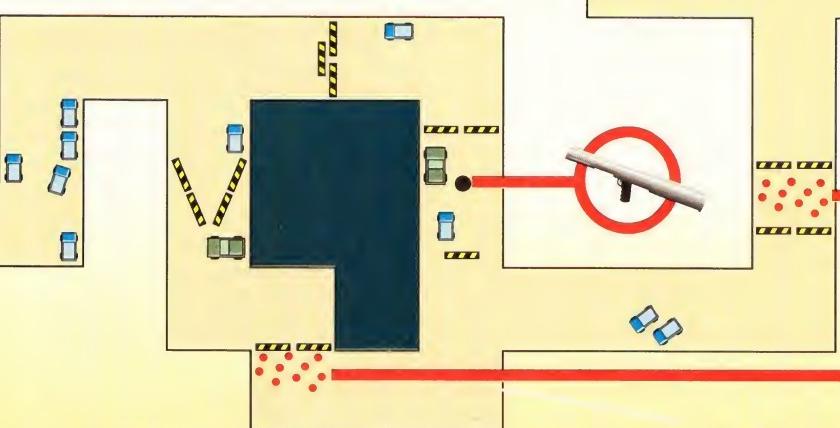


Mines

The mines which block the streets in various places are deadly to the tank, but can be easily passed across on foot. The tank gun will destroy them, but this takes up valuable time. Time for a brisk stroll perhaps?

Rocket launchers

You'll find rocket launchers at two locations – unfortunately, they're in the possession of some rather unfriendly enemy troops so you'll need to 'persuade' them to relinquish control.



Road block

The enemy has, rather cunningly, placed cars across the road at inconvenient points to slow your progress. Fortunately the tank can just plough straight through them. Beware though, as when they explode they can be harmful to your health.

Missiles!

At certain points in the streets you'll meet rather dangerous chaps wielding missile launchers. Keep moving towards them and they won't be able to bring their weapons to bear on you (that's if you're on foot – if you're in the tank you make a slightly bigger target and you'll have to take them out fast).

ST PETERSBURG, CIS

Part 4: MILITARY DEPOT

Goldeneye

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OO AGENT*Destroy illegal arms cache*

One of the warehouses contains an arms cache, guarded by three soldiers. Take care of the guards and you'll then be able to pick up the weapons from the tables and destroy the stuff in the crates. Just make sure you don't get caught in the resulting explosions.

**SECRET AGENT,
OO AGENT***Destroy the computer network*

The computer room is guarded by soldiers and a rather annoying drone gun in the rear left-hand corner. Take out the soldiers first, while staying behind the metal crates out of sight of the drone gun, then carefully pick off the gun with a long-range weapon (the rocket launcher from the arms cache might be handy). When you've done this, trash everything remotely computer-related in the room, including the huge map screen.

**SECRET AGENT,
OO AGENT***Obtain the safe key*

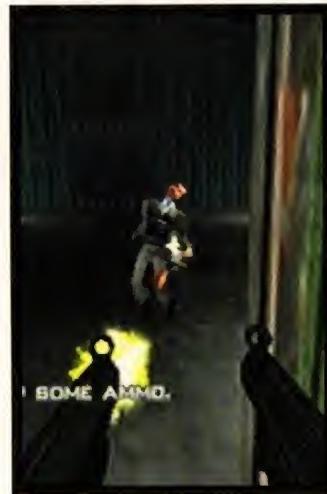
The helicopter blueprints are in a safe near the end of this level, but the key to the safe is in the computer room on a table. Or at least it was before you started blowing the place to hell. Now you'll just have to look on the floor for it, won't you?

**SECRET AGENT,
OO AGENT***Recover the helicopter blueprints*

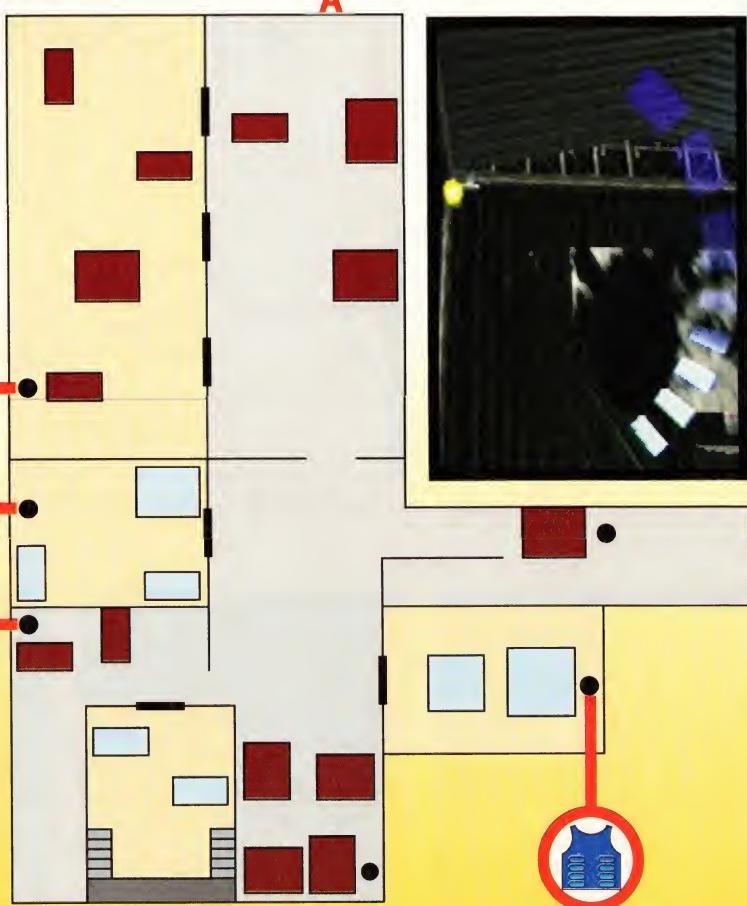
Easy. Just find the room with the safe, and open it with the key. What could be simpler? Keep an eye out though for soldiers who might decide it's a laugh to follow you up the stairs and shoot you in the back.

**AGENT, SECRET
AGENT,
OO AGENT***Locate Trevelyan's train*

Finding the train is easy, you'll see it behind the fence near the old station building. How do you get to it, though? The large warehouse on the other side of the tracks looks promising...

**Soldiers**

The soldiers on this level are a little more intelligent than your average grunt. They gather outside the doors to the warehouses and wait for you to come out. This would be a great tactic, if you weren't carrying two machine guns – die scum!





Players
1-4



Cartridge
128Mb



Memory
Yes



Publisher:
Developer:

Nintendo
Rare

Game type:
3D Shoot-'em-up

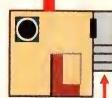
Released:
Origin: UK

Out now
£49.99



Safe house

This is the house where the safe is kept – which makes it the 'safe house'! (I know, I know, but look, it wasn't my joke, okay?)

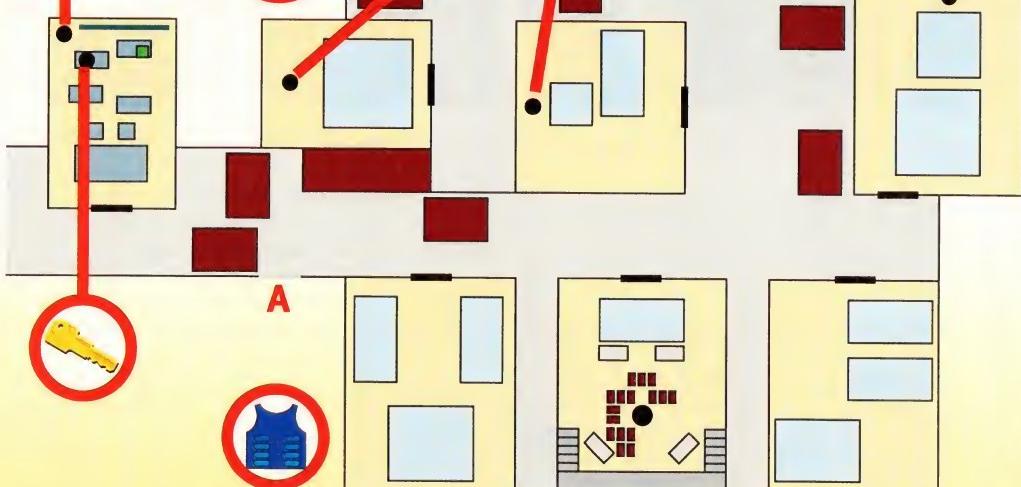


Computer room

The computer room contains a mass of expensive, state-of-the-art computer hardware. What are you waiting for? Shoot those soldiers and apply a healthy dose of lead to their system!

Depot drone gun

This annoying drone gun is hiding in the top-left rear corner of the depot computer room. Take it out from a distance, as if you get anywhere near it you'll be pasted.



Train guard

You've finished all your objectives, you've found the train, you go to board it, and... there are guards inside! Bugger! I haven't even bought a ticket! Kill 'em all!



Arms cache

The arms cache! Missile launchers, heavy machine guns – what more could any budding secret agent need? All right, maybe a fast car, and a woman (or a man, depending on your preference) but they're not here, okay? Now get on with it and blow up all those brown crates!



AGENT, SECRET AGENT, 00 AGENT**Destroy the brake units**

I don't know. In the old days you'd just climb along the engine, hold the train driver at gun-point and get him to stop the train by pulling a big lever. These days you've got to destroy electronic braking units in each carriage. I ask you, where's the fun in that? Oh well...

AGENT, SECRET AGENT, 00 AGENT**Rescue Natalya**

Okay, how many times does this girl need to be saved? She's at the end of the train, and General Ourumov has a gun on her. He won't fire immediately, so edge your way into the carriage to the right until Ourumov is in line with Xenia Onatopp, and use the cross-hair to take careful aim at his head, then shoot him. As soon as you've hit him, try to hit Xenia, as this will give you more time to escape.

SECRET AGENT, 00 AGENT**Locate Janus's secret base**

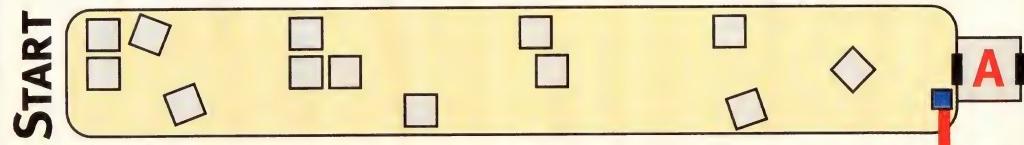
You don't actually need to do much for this, as Natalya uses the computer to find the location for you (assuming you didn't shoot her that is). You'll need to concentrate on finding a way off of the train.

SECRET AGENT, 00 AGENT**Crack Boris's password**

Again, Natalya is the one who will do this, although obviously it'll take her longer than just locating the secret base. You'll need to keep an eye out for any guards who might still be roaming the train, whilst at the same time figuring out the escape route. Make sure you don't leave the train until Natalya tells you she's got the password though.

SECRET AGENT, 00 AGENT**Escape to safety**

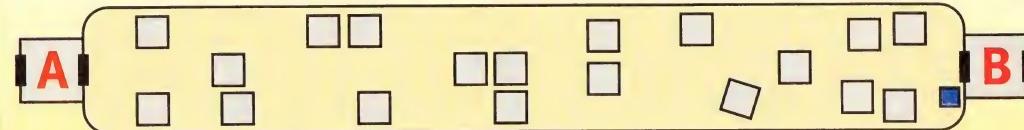
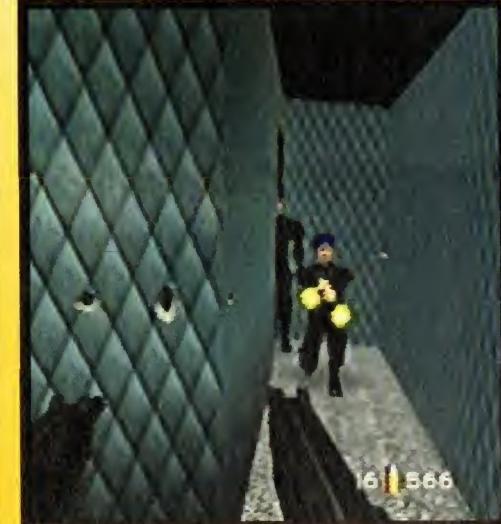
To escape from the train you'll need to destroy the seals on the floor panel in the last carriage. Using bullets is slow and unreliable, so use the laser watch you got from Q. When Natalya says she's done, drop through the hatch. You'll need to run to the right to escape from the explosion, but troops to the left will be firing at you. If you have enough time when you leave the train, try to pick them off before you run for safety, otherwise you'll have to zigzag and hope they don't shoot Natalya.

ST PETERSBURG, CIS**Part 5:****MISSILE TRAIN****START****Men in black**

As well as the usual soldiers, there is also a contingent of elite MIB guards on the train. They're dangerous, but they're not bullet-proof. Good job you brought a gun with you really, isn't it?

Brake units

The electronic brake units are what stops the train. Fortunately (since you can't get to the engine) they will automatically stop the train if they are all destroyed. By someone with a machine gun, for instance...

A**B**

Players
1-4Cartridge
128MbMemory
YesPublisher:
Developer:Nintendo
RareGame type: 3D Shoot-'em-up
Origin: UKReleased:
Price:Out now
£49.99

Hiding guards

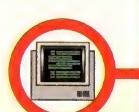
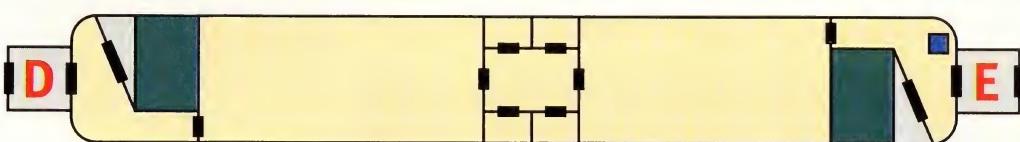
As you pass through the train, you'll find that some of the carriage doors are locked. These often contain guards, so be prepared for an assault from the rear (oover!)

Sniping points

Cover on the train consists of both wooden and metal crates. The crates have a nasty habit of exploding (as wood often does) so try to use the metal ones where possible.

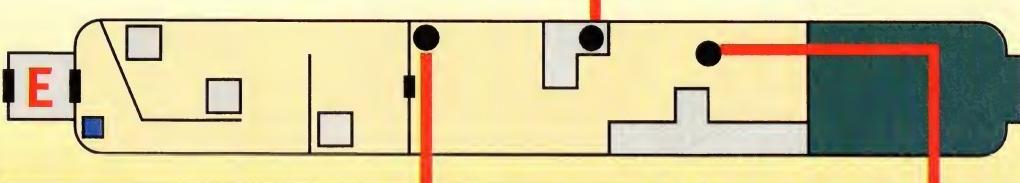
Natalya's capture

Pop quiz, hotshot. A terrorist has a hostage at gunpoint – what do you do, what do you do? (Oh, and you can't shoot the hostage this time!)



Computer

The computer on the train contains many of Janus's secrets. You'll need a computer expert to hack into it. Enter Natalya – if you haven't shot her by mistake that is...



Natalya: He's in Cubal



Trevelyan: Two targets. Time for one shot. The girl or the mission?



Laser watch

The panel in the floor is welded shut. By a strange coincidence, you just happen to be carrying a watch with a laser cutting device in it. Is that Q telepathic or what?

Trevelyan's challenge

Trevelyan actually gives you a clue on how to leave the train. Perhaps he's not such a bad bloke after all. Then again, he has locked you on a train that's about to blow up... the git!

CUBA

Part 1: THE JUNGLE

AGENT, SECRET AGENT, OO AGENT

Destroy drone guns

These are portable versions of the really annoying automatic guns that you've already met in various installations.

Fortunately, they are about as solid as an Airfix kit with no glue, and a few well-placed shots will take them out. Try to use the trees as cover and approach them from the side, as their sensor area is focussed in front of them. There are seven guns in all.

AGENT, SECRET AGENT, OO AGENT

Eliminate Xenia

Xenia Onatopp confronts you around the area of the first bridge. She's armed with a rocket launcher and a pretty lethal machine gun, so keep clear of her, circling to avoid her fire, and blow her away.

SECRET AGENT, OO AGENT

Blow up the ammo dumps

There is ammunition for Janus's forces stashed in a dump in one of the caves. Use Q's remote mines, or simply hammer the crates with your machine gun to destroy them. The trickiest bit is taking out the two drone guns guarding the dump.

AGENT, SECRET AGENT, OO AGENT

Escort Natalya to Janus Base

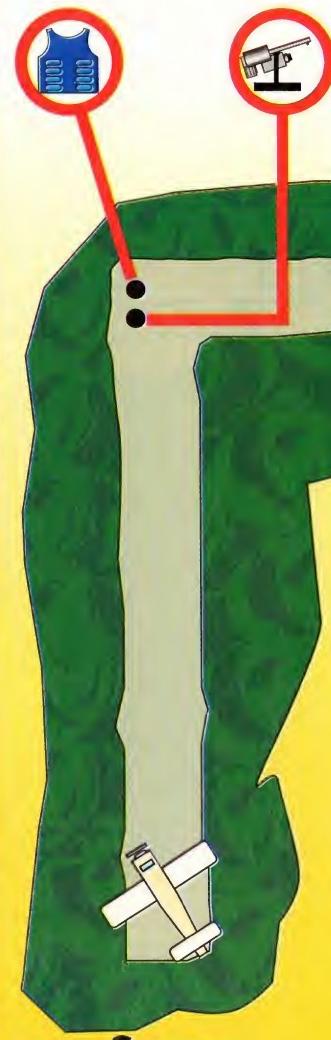
This is fairly straightforward. Simply make it to the base without Natalya getting killed. The troops keep on coming, so take out as many as you can and dash into the base before too many more reinforcements arrive.

Fortunately the guards will tend to concentrate their fire on you, but Natalya can still get hit by cross-fire, from either side.



Natalya

Although she's not totally helpless, you'll need to keep an eye on Natalya to prevent her from getting killed. Occasionally she'll do something useful, like taking out a guard with her magnum, usually with some macho comment. I thought the hero was supposed to do that?



Starting point

Your plane lands (okay – crashes) in the depths of the jungle. Luckily you're situated not far from Janus Base – wasn't that fortunate?



Players
1-4



Cartridge
128Mb



Memory
Yes

Publisher:
Developer:

Nintendo
Rare

Game type:
3D Shoot-'em-up

Released:
Origin:
Price:

Out now
£49.99



Body Armour

If you've noticed that there's a lot of body armour on this level, be assured it's for a very good reason! Stock up here before crossing the bridge to confront Xenia.

Woah! Extreme close-up

Soldiers abound in the jungle, and they rather unsportingly blend into the background in their camouflage gear. Fortunately there are plenty of trees for you to hide behind.



Goldeneye

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Ammo dump

The ammo dump is guarded by two drone guns (and several soldiers). Use something explosive and remove Janus's reserve ammunition supply.

Drone guns

Fast and deadly, these drone guns are more than a match for any would-be secret agent. Provided you come at them from the front, that is...



Guard tower

It's a guard tower - but there are no guards in it! However, there is a portable drone gun set up underneath, and if you're this close, you'd better have destroyed it!

Xenia

The seductively-named Xenia Onatopp confronts Bond during this mission. This time there's no messing around - she's got to go (and I don't mean to bed!).



CUBA

Part 2:

JANUS CONTROL CENTRE**Destroying the mainframes**

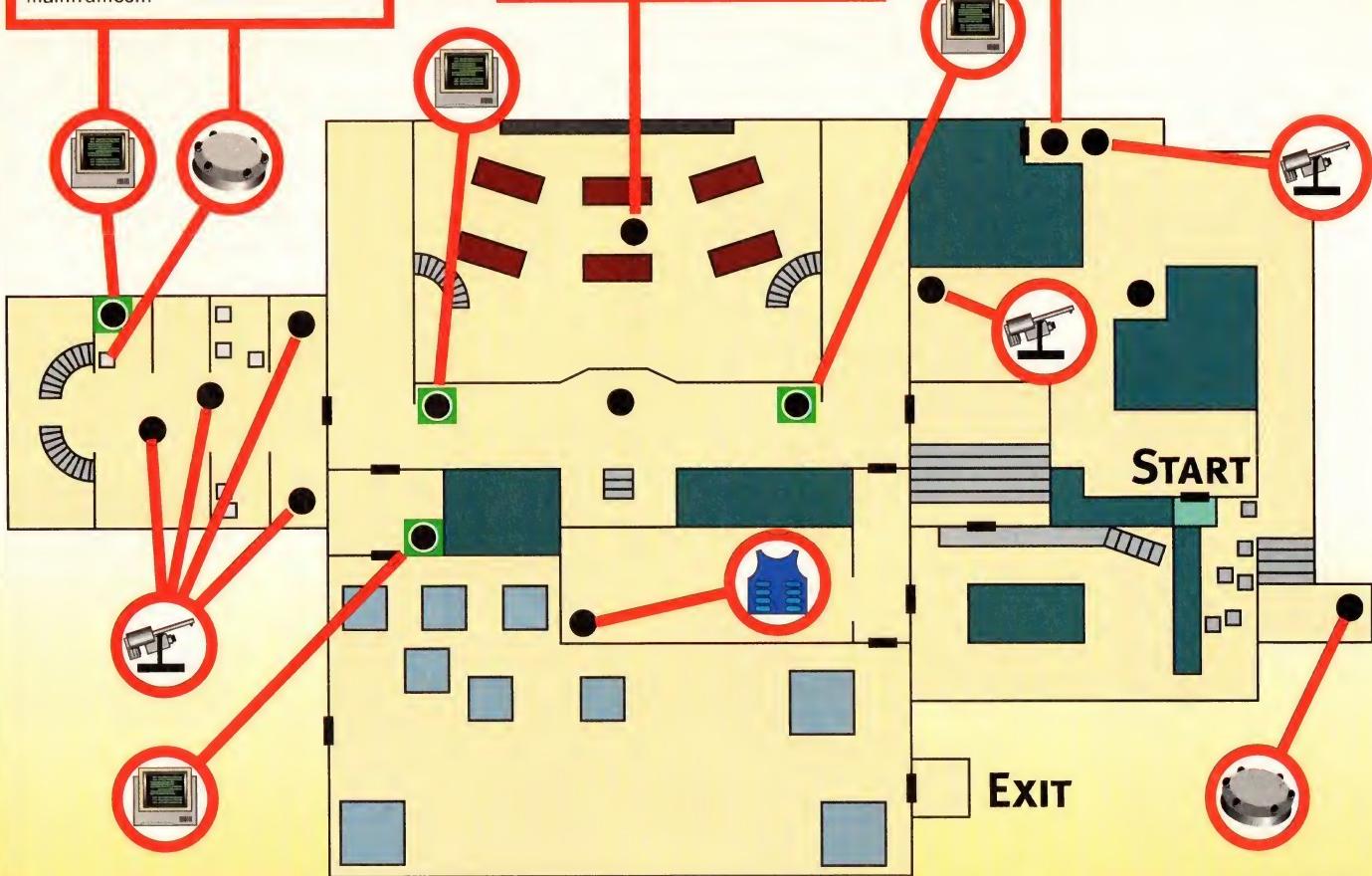
The mainframes on this level have been armoured so that they'll withstand kicking, punching and shooting (much like the old 48K ZX Spectrum in fact). Luckily, some absent-minded soldier has left a box of remote mines in this room, and they are just perfect for blowing up mainframes...

Boris

You'll find Boris in the main computer room. He'll cower a bit, and pull a gun, but he won't shoot you. Sadly you mustn't shoot him, as Natalya is apparently quite fond of him, and will not help you if you top him. If you follow him when he runs off he'll lead you to some hidden body-armour.

Natalya at the controls

Why is it that Bond has to get Natalya to work all the computers? You'd think that MI6 would at least have given him a course in basic 'cracking-computer-codes-for-rogue-laser-satellites', wouldn't you?

**AGENT, SECRET AGENT,
OO AGENT****Protect Natalya**

Natalya needs protecting again (it's either that or rescuing, so you should be used to it by now!). You'll need to clear each area before you bring her in to deal with the computers. The first area is fairly small, and Natalya will be able to unlock one of the blast doors when you fetch her. The next area is much larger, so make sure you clear out everyone before taking the passage on the first floor to fetch Natalya.

**AGENT, SECRET AGENT,
OO AGENT****Disable the Goldeneye satellite**

Natalya needs to use the terminal in the middle of the ground floor computer room to reprogram the Goldeneye satellite. This will take her a while, and she will trigger an alarm (doh!), so you'll need to fend

off the troops who will rush into the room from all sides and try to kill her. Oh, and make sure you don't get killed yourself, of course...

**AGENT, SECRET AGENT,
OO AGENT****Destroy the armoured mainframes**

There are six heavily armoured mainframes dotted around the control centre, two on the first floor, the others on the ground floor level. They need to be destroyed with explosives. You can reach all but one of the ground floor ones before fetching Natalya, so place a remote mine on each of them before you get her, as afterwards there will be endless streams of soldiers to deal with. When Natalya is done with the computer, she will run off, and the security doors will be unlocked, so place the bomb on the last mainframe and make your way to the exit. The body armour in the locker room is useful for getting through the large warehouse-like area in one piece.

**Detonating the mines**

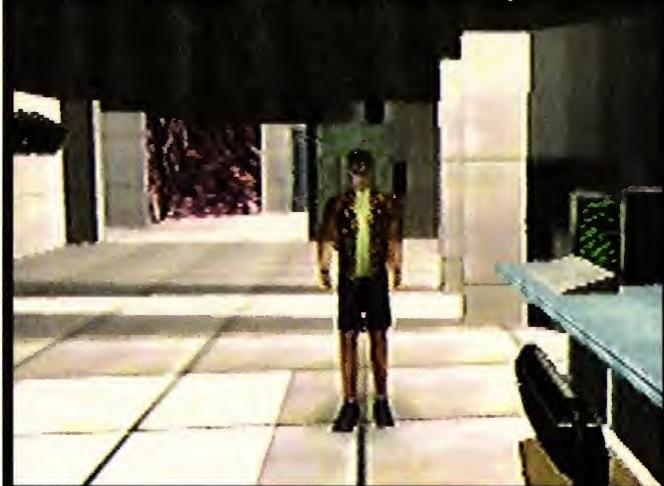
These mainframes might be tough, but not that tough! Make sure you've planted bombs on the first five mainframes before you go for Natalya, as things tend to heat up afterwards making it more difficult to plant them.

Players
1-4Cartridge
128MbMemory
YesPublisher:
Developer:Nintendo
RareGame type: 3D Shoot-'em-up
Origin: UKReleased:
Price:Out now
£49.99

Natalya: Got one open Head for the control room, James, I'll do what I can from here.

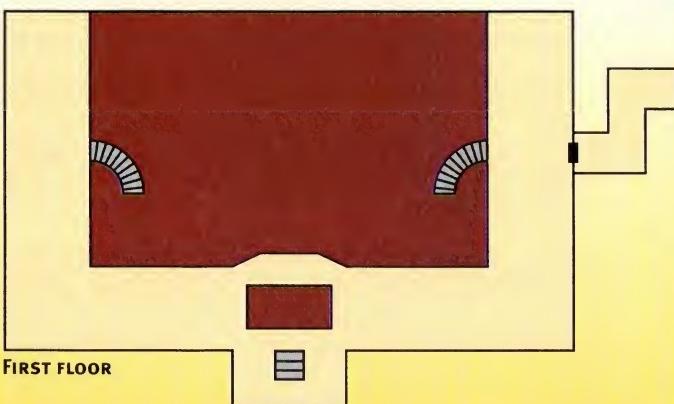


Boris: Don't mind me, I just look after the computers.



Protecting Natalya

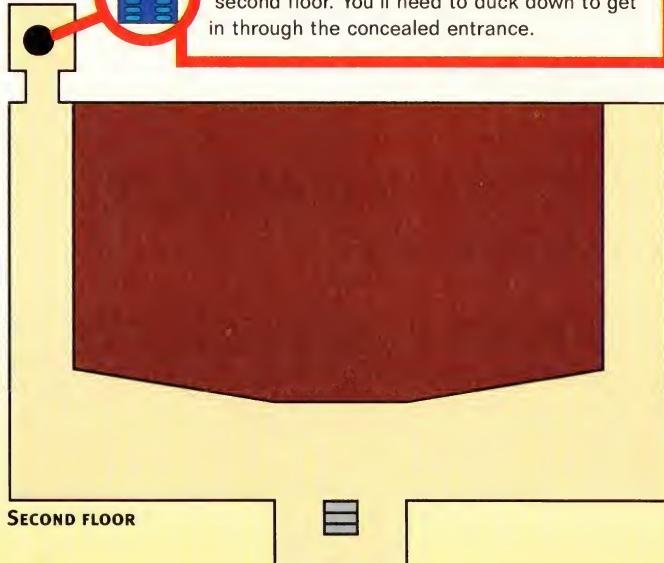
When Natalya attempts to hack into the computer she sets off an alarm, sending soldiers pouring into the room, and you'll need to take care of them before they take care of her. If she was a half-decent computer whiz, she'd disable the alarm first, don't you think?



FIRST FLOOR

Body armour

This body armour is hidden in a room on the second floor. You'll need to duck down to get in through the concealed entrance.



Trevelyan in lift

Enter the warehouse near the end of the level, and you'll find Trevlyan – leaving. What a chicken eh? Don't you just want to shoot him? Bloody Sean Bean, never liked him anyway...



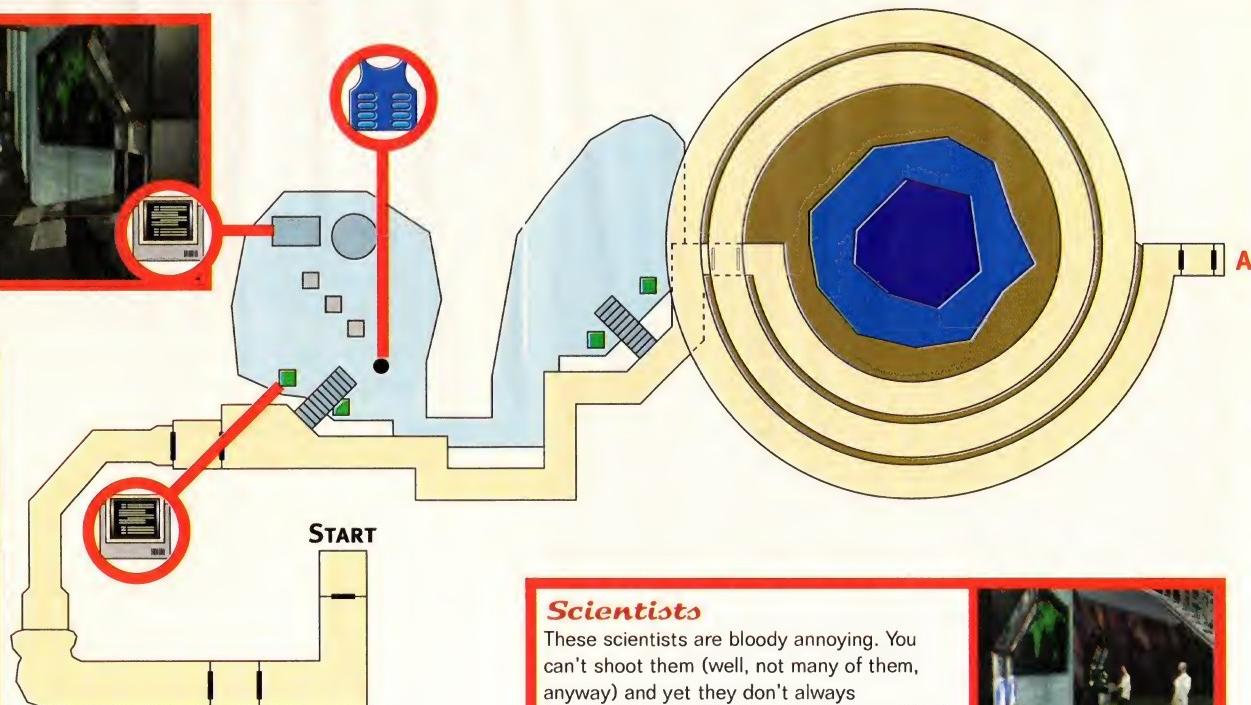
Trevlyan: Too slow, James!





Inlet Pump Controls

The four control computers for the inlet pump are spread between two rock 'rooms'. You'll need to take out all of them to shut off the inlet pump.



CUBA

Part 3:

SUBTERRANEAN CAVERNS

SECRET AGENT, OO AGENT

Destroy inlet pump controls
No need to worry about computer passwords and keycards this time. Just find the four computers controlling the pump, and blow them to hell. Now why can't everything be as simple as that? The four computers are on the lower level of the first catwalk complex.

SECRET AGENT, OO AGENT

Destroy outlet pump controls
Same technique here as with the inlet pump controls – just blow 'em to bits. The only thing is that these control computers (there are two this time) are somewhat more heavily guarded. The best way in is to take the concealed passage from the cave with the ammo cache and surprise the guards. Watch out for the drone gun on the upper level.

SECRET AGENT, OO AGENT

Destroy master control console
The master control console is surrounded by explosive drums

(duh! That's clever!). However, there are scientists present, so make sure you get them out before you blow it, as you're trying to minimise casualties on this mission. It might also be a good idea to use the radio first too, as it's within the blast radius and isn't very durable.

OO AGENT

Use the radio to contact Jack Wade
Use the radio (when you've got a minute in between 'neutralising' the guards) to contact Jack Wade who will send in reinforcements. Don't destroy the master control console until you've done this.

AGENT, SECRET AGENT, OO AGENT

Minimize scientist casualties
As with other missions, the traitorous scientists are not to be killed (boo!). These are a little more dedicated though, and won't immediately run off, so they might need a little encouragement. If pointing a gun at their head doesn't work, try shooting them in the foot – only once mind, as too much blood loss and they tend to do something unfortunate like dying.

Scientists

These scientists are bloody annoying. You can't shoot them (well, not many of them, anyway) and yet they don't always immediately run off. Show 'em your gun (and failing that, show 'em a bullet in the leg!)



Metal Lockers

The secret passage is blocked at both ends by lockers. A full well-placed shots will take care of them though, no problem!

247 | 32

32 | 247



Outlet Pump Controls

The outlet pump controls are contained in two computers, but there are a lot of guards in the vicinity. Use the concealed passage and lob loads of timed mines into the room, then finish off any survivors with your trusty machine guns.

 Players
1-4

 Cartridge
128Mb

 Memory
Yes

Publisher:
Developer:

Nintendo
Rare

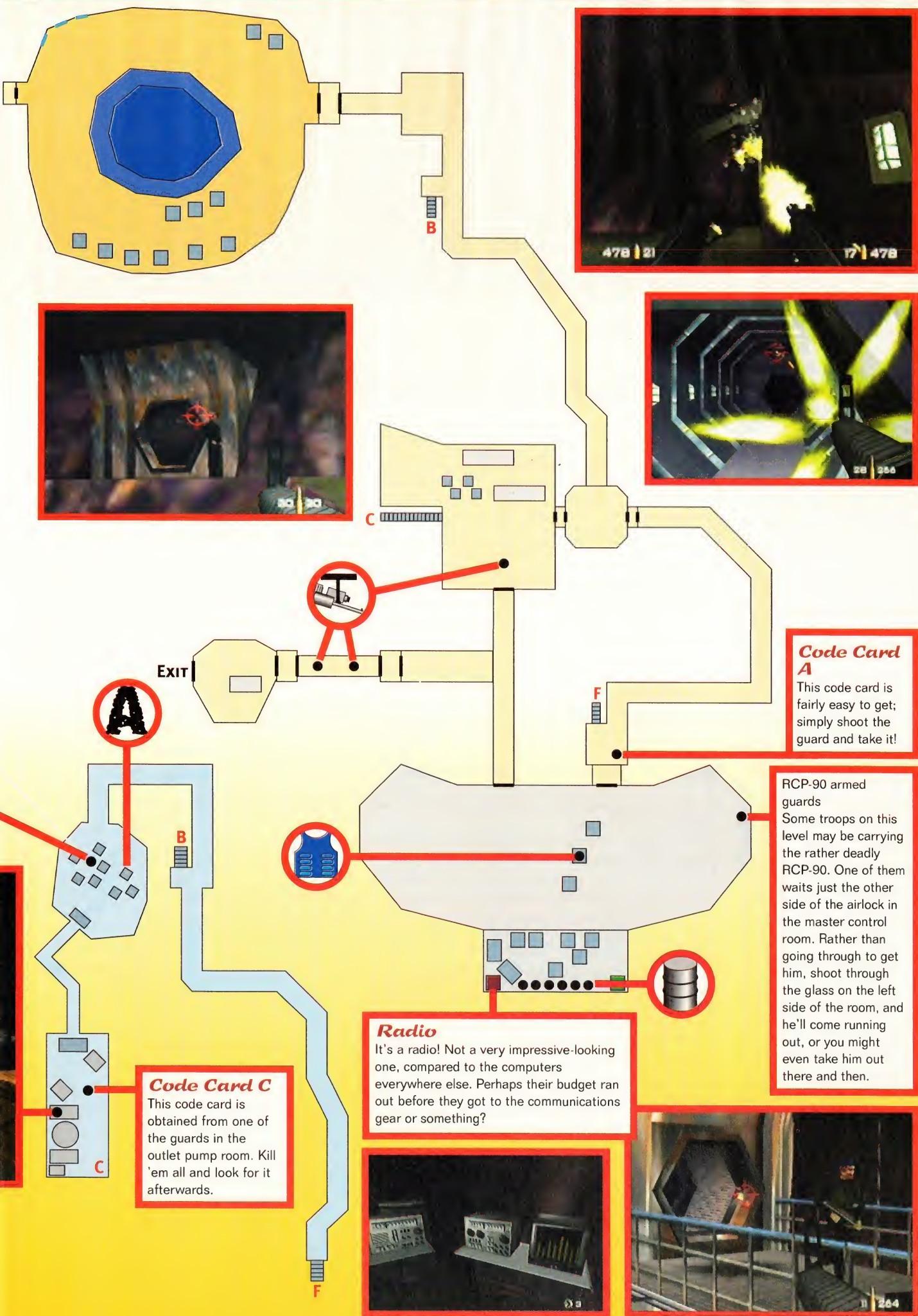
Game type:
3D Shoot-'em-up

Released:
UK

Price:
£49.99

Goldeneye

41





Goldeneye

42



AGENT, SECRET AGENT, 00 AGENT

Destroy control console
Soon after the mission starts, Trevelyan manages to activate a computer sequence redirecting the Goldeneye satellite, using a control console in a maintenance shed in the centre of the antenna cradle. You'll need to get to the console before the timer reaches zero and destroy it, foiling his plans for good. This task will be made a little more difficult by the troops that continually flood in, seemingly from nowhere (perhaps they're coming in by helicopter or something) and also the two drone guns in the shed with the control console.

AGENT, SECRET AGENT, 00 AGENT

Settle the score with Trevelyan
Time to sort out Mr Trevelyan once and for all! You'll need to chase him around the antenna, and keep shooting him until he... erm, stops running. Chase him for a while (keeping an eye out for other troops and shooting Trevelyan wherever possible – oh, and there's some body armour in the second maintenance shed), until he announces "Finish the job, James". At this point, make your way to the centre of the map and you'll see Trevelyan dropping down a hole. You'll need to follow him, but be careful, as there's very little platform to stand on. Quickly face him, and send him straight to hell!

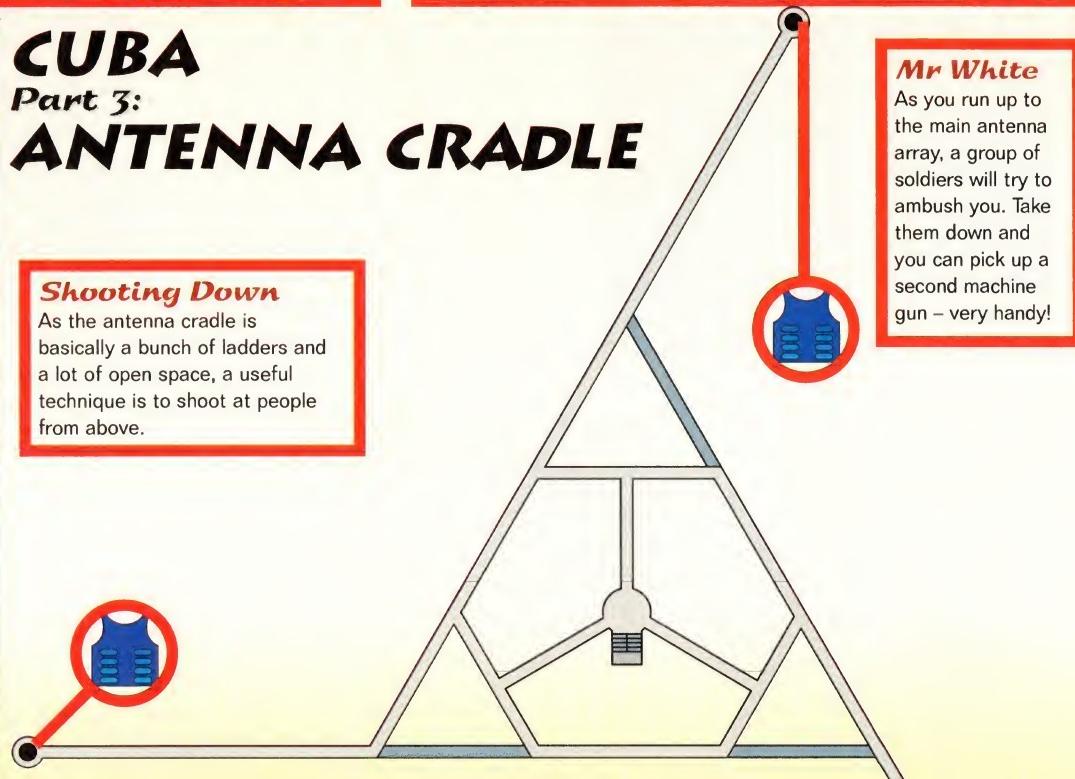
CUBA Part 3: ANTENNA CRADLE

Shooting Down

As the antenna cradle is basically a bunch of ladders and a lot of open space, a useful technique is to shoot at people from above.

Mr White

As you run up to the main antenna array, a group of soldiers will try to ambush you. Take them down and you can pick up a second machine gun – very handy!



Body Armour

The body armour on this level is essential. You'll find some at the start, and some more in one of the maintenance sheds. There is in fact body armour at the end of each of the antenna arms, but if you go down to get it you'll get trapped by enemy troops.



Players
1-4Cartridge
128MbMemory
YesPublisher:
Developer:Nintendo
RareGame type:
3D Shoot-'em-upReleased:
UKOut now
£49.99

Chasing Trevelyan

Trevelyan's a bit of a coward considering he's an ex-00 Agent, as you'll soon find out. Rather than chasing him around the lower level, simply shoot at him, and when he runs off nip back through the other machine shed to catch him as he comes up the other side! To cut down on the amount of shooting you have to do, aim for his head – he'll cave in faster!



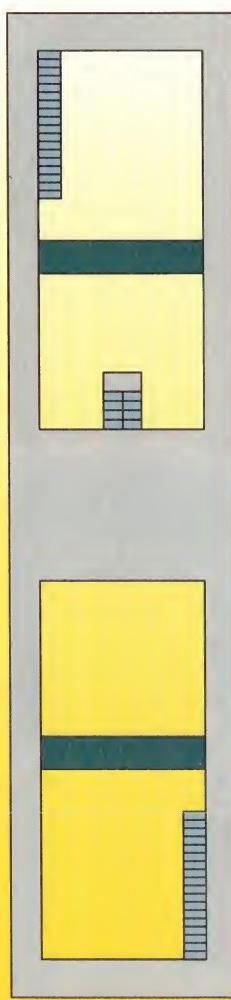
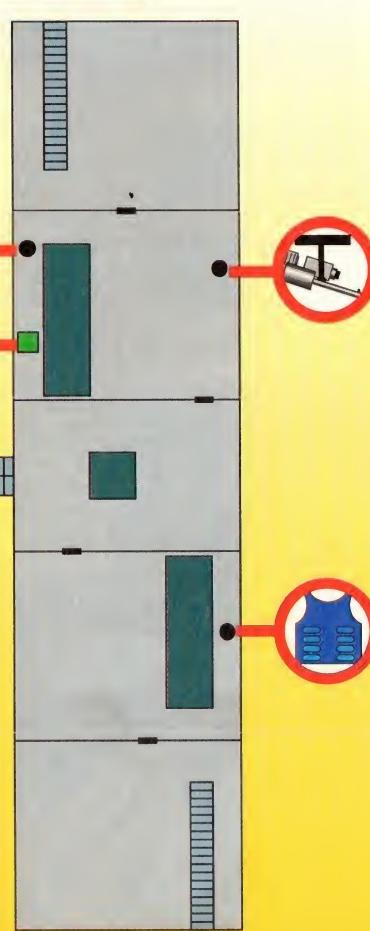
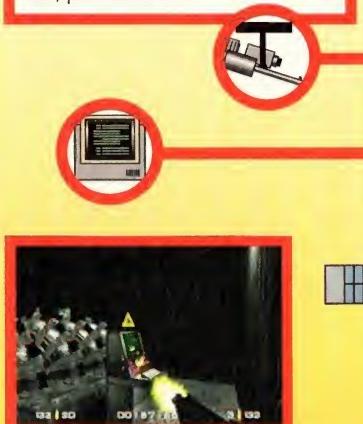
Below the Antenna

And here we are, below the antenna. Don't look down though, as it's a long way to the ground, and you've got more than just height to worry about!



Drone Gun at Cradle

Just when you hoped you'd seen the last of the drone guns, there are two waiting for you in the shed with Trevelyan. Take them out, post haste!



Shooting Console Control

In one of those Hollywood-style "it's all over, oops no it isn't" plot-twists, Trevelyan manages to trigger the antenna with a backup control console. Unfortunately for him, the console isn't bullet-proof...

James Bond will Return...

Shoot our Trev and he'll either keel over or, if you're really lucky, plunge from the platform to his doom! After that, Natalya shows up in a helicopter and the twosome go for a quick post-mission bunk-up. Watch until the end of the credits – does this mean Rare will be doing the game of Tomorrow Never Dies? Let's hope so!



**Jaws**

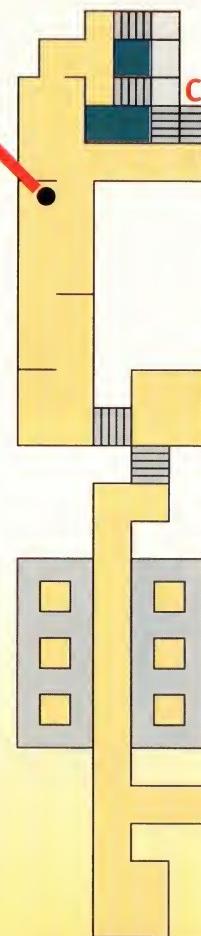
Recognise this tall bloke? Haven't you seen him somewhere before? Looks a bit fishy if you ask me...

**AGENT, SECRET
AGENT, OO
AGENT
REPROGRAM
SHUTTLE
GUIDANCE**

Yes, your mission isn't over yet. You'll need to use the data on the floppy disc Q gives you to reprogram the Moonraker shuttle's nav-computer. The control centre is under heavily armed guard, and the computers themselves are behind bullet-proof glass secured by a smart-card lock. An old friend of yours has the card, an ugly chap who goes by the name of... what was it now...? Teeth? Something like that, anyway.

**AGENT, SECRET
AGENT, OO
AGENT
LAUNCH
SHUTTLE**

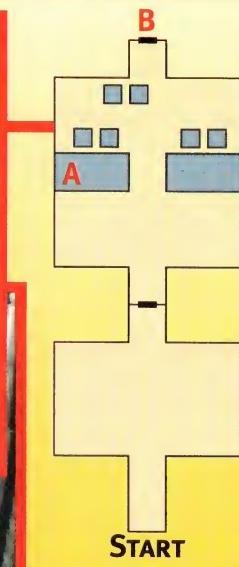
Having succeeded in loading the new guidance data into the shuttle's computer, you'll need to launch the shuttle. For this you'll need the DAT tape from the launch guidance centre (that's the room behind the smart-card locked door with the computers in it). Take the DAT to the mainframe at the rear of the shuttle's launch bay and enter its information into the computer (select it like a weapon and use fire to activate it). Then you'll need to go up the stairs and reopen the shuttle's exhaust bay before the shuttle can take off.



TEOTIHUACÁN AZTEC COMPLEX

**Which way now?**

After picking off the guards (use an AR-33 stolen from one of the goons in the first room) you have a choice of routes. Although route B means you have to go back over your tracks more, it's also a lot easier – laser-armed troops won't appear until you meet Jaws.

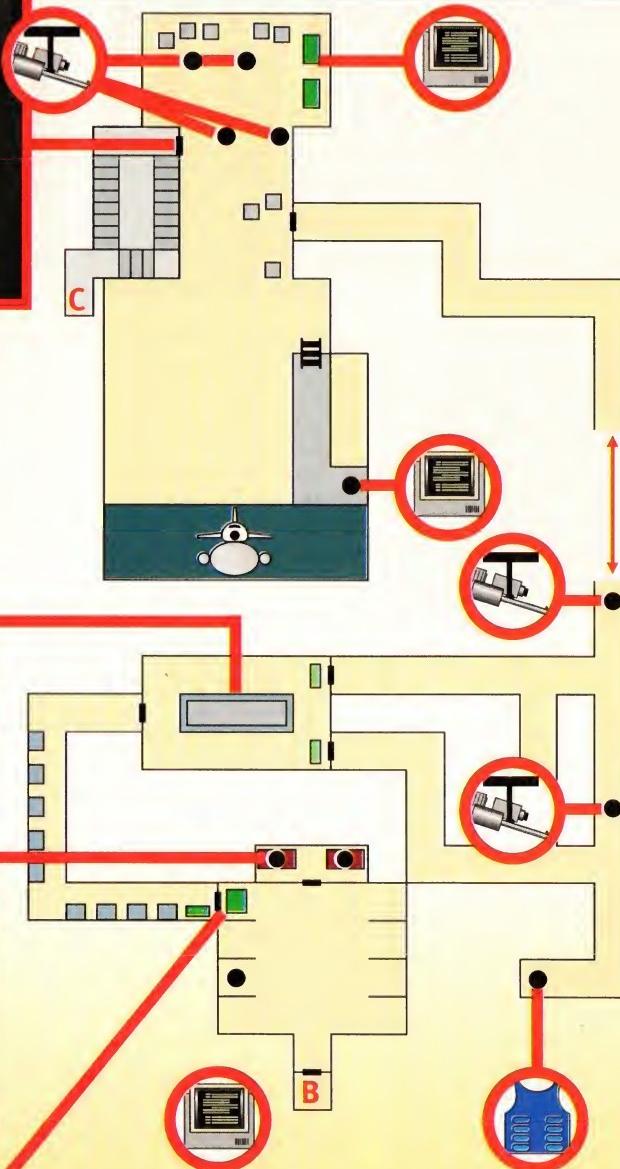


Final checks cleared. Shuttle launch is go.



Sniping from grill

These grilles mysteriously let you pass through, and you can also shoot through them. This is essential if you want to take care of some of the deadly drone guns. Beware though, as shots can pass through the grille both ways.



Exhaust Bay

Enter the exhaust bay, and the door slams shut behind you as the roof bay doors open. If you don't get out fast, you'll be a Bond kebab when the shuttle's boosters test-fire. To get out, destroy one of the consoles at the opposite end of the room and leave through the grille (now that's magic!). Get clear of the grille, but don't go too far as there are two drone guns in the next corridor. And watch out for incoming guards too.



Guidance Data

The guidance data is stored on a DAT tape, which you'll need to enter into the mainframe in the shuttle's launch bay.



Lift off

And away she goes... doesn't that just make it all worth it? (Remind me: why were we trying to launch the shuttle again?)



Secret Passage

The exit from the room containing the launch guidance centre is blocked. The console in the next alcove along to the left will temporarily remove the obstruction, but take care not to destroy the terminal on the other side, as that's the other door trigger and you'll need it later on.

**Bring 'em all on!**

The guards on this level are super-fast, super-keen, and just keep coming. They also seem able to use doors that you can't, so watch out! Keep your eyes open!

Baron Samedi's laser

The final confrontation! Now Samedi dons his Jedi outfit, masters the Force, and commences battle with lightsabers... well, all right, he doesn't really, though wouldn't it be great? He is however armed with two lasers (hmm, very voodoo), so whip out that Golden Gun and finish him off before he fries you.

Drone guns

Near the end in a dark passageway, three drone guns are concealed in alcoves in the wall. Keep to the left and run past them.

**AGENT, SECRET
AGENT, 00
AGENT**

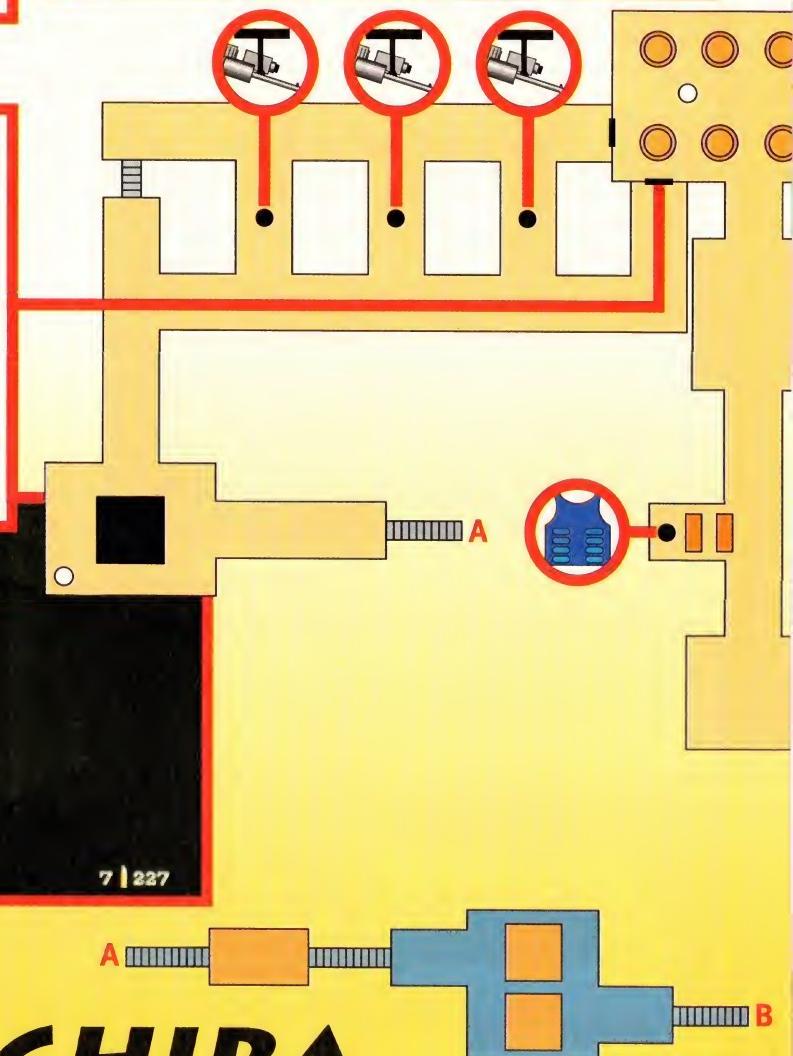
Recover the Golden Gun Scaramanga's legendary Golden Gun is an incredibly deadly weapon. You'll need to recover it before you can finish things with Samedi. Unfortunately, it's guarded by a puzzle so fiendish it would baffle Steven Hawking and have Indiana Jones hanging up his bullwhip for good (well, all right, maybe it's not that bad, but it's close!).

**AGENT, SECRET
AGENT, 00
AGENT**

Defeat Baron Samedi? Yep, he's back! It's time to take care of Bond's old friend Baron Samedi once and for all. That funny-coloured gun that used to belong to Mr Three-Nipples might come in handy for that, don't you think? (That's shoot him with the Golden Gun for those of you who aren't real Bond fans – and shame on you!)

Concealed entrance

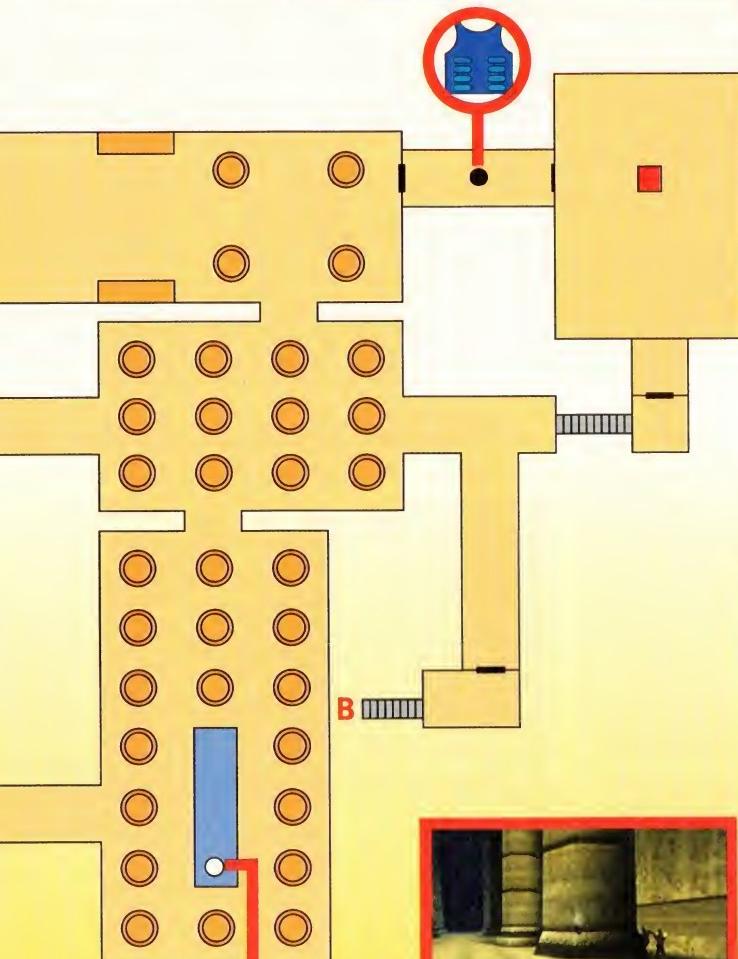
When you've killed Samedi for the second time, you'll need to make your way to the room at the bottom of the map for the final confrontation. The door to this section of the map is cunningly concealed so that from the side it almost looks like a shadow, and from directly in front you can't see it! Devious or what?

**EL SAGHIRA,
EGYPT
EGYPTIAN TEMPLE**

Players
1-4Cartridge
128MbMemory
YesPublisher:
Developer:Nintendo
RareGame type: 3D Shoot-'em-up
Origin: UKReleased:
Price:Out now
£49.99

Scaramanga's shrine

Okay, this is the tricky bit. You need to navigate the room by the route shown on the map. If you step on the wrong tile, you'll be in big trouble. As you can't go out the way you came in, if you make a mistake, hurry to the door on the left and exit before the drone guns paste you. Then you'll need to go back to the entrance and start again (the drone guns will reset).



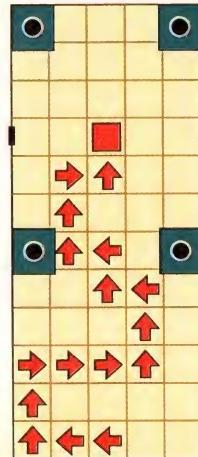
Baron Samedi

You'll encounter Baron Samedi three times (assuming you don't get killed first, that is). In the first two battles he'll die fairly easily and vanish, leaving nothing but a lingering laugh. Scary bloke...



Golden gun

Here it is, Scaramanga's deadly weapon. Once you've triggered the casing on the podium, the guns will be permanently deactivated, allowing you to walk around the sides and collect the gun and ammo.



The end?

Victorious, you leave the temple, having vanquished Samedi once and for all. But if that's the case, who's that bloke in the white suit following you?



IT'S ALL OVER...

...or is it? Even when you complete this fiendishly hard level, there's still more that Goldeneye has to offer. If you accomplish the incredibly hard task of defeating Baron Samedi on 00 Agent level, then the 007 option appears! If you play a stage on the 007 level, you have the option to adjust the strength, speed and accuracy of the enemy personnel. You can either make them incredibly weak with the eyesight of Hans Moleman, or turn them into super-powerful übermen who can hear a pin drop from half a mile away and pick you off at 1000 paces!

Using this option should make it easier for you to get through any level of your choice in order to obtain those cheats – if you clear out the crypt in under six minutes, you can access the fabled 'all weapons' cheat, which not only lets you tool up with every gun in the game (yes,

even the tank gun!) but also this secret 007 'Taser Boy'! Make sure you get the 'all ammo' cheat as well, though...

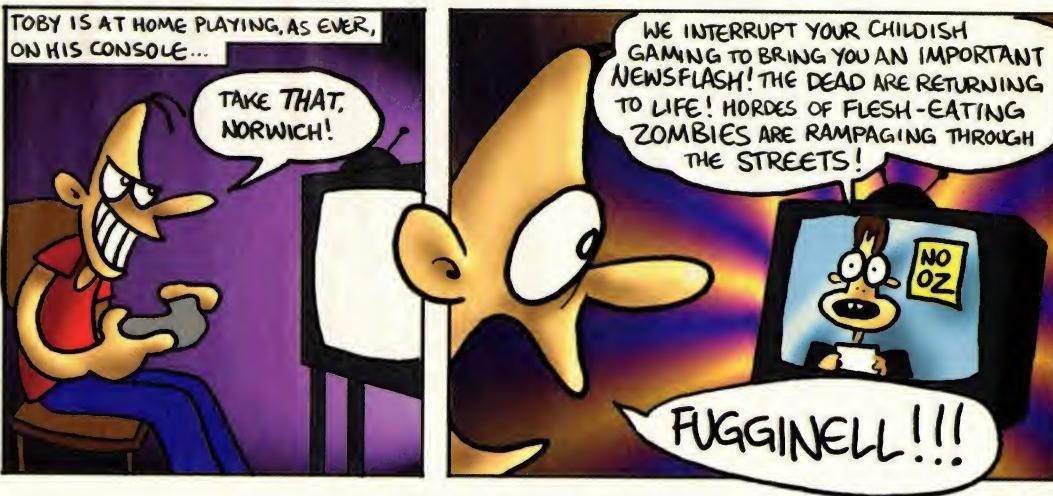
OHMSS	
007: James Bond	
Mission 6: St. Petersburg	
Part IV: Depot	
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Enemy reaction speed	100%



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EH?

RIGHT?

NO?

OH WELL ...

THANK GOD FOR BASEBALL BATS, THEN

!!



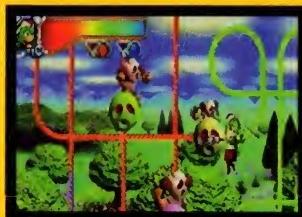
MISCHIEF M

Enter the weird, weird world of Marina, intergalactic robot maid!

WORLD 1 PLANET

1.3 - Clanball Land

Pulling on the white balls in the amusement park will create stars. The top ball gives you the star for the second area. Once there, move left and pull the fast moving white ball on the rollercoaster to ride it, then pull down on it to make a new white ball appear in a circle. Get off the moving ball when you reach the new ball. Pull on



that to find another new ball above and to the right of the merry-go-round. Pull this ball and the exit star will appear above and to the right of the ball spring.

Yellow Gem: On the roller coaster, the fast orange ball drops bombs when you pull it. When you get over the red blocks pull the orange ball to drop a bomb and reveal a star which will take you to the gem.



1.1 - Meet Marina!!

Talking to the old Clancer in the hut, and he'll give you a bomb. The star which leads to the exit star is situated beneath a large pile of red blocks that you need to destroy with the bomb (surprise!).

Yellow Gem: This is found inside the first hut just along from the small fire. To get it, pick up the Clancer statue and drop it on the fire, the quickly grab the gem.



1.1

1.3

1.5

1.2

1.4

1.2 - Meet Calina!!

Boost across the flames, then on the other side, go to the purple block with stars rising from it and press down and B to get some red gems. The first star takes you to a Clancer hospital; the exit star is in the



upper left.

Yellow Gem: There are some purple blocks above a green house to the left of the flames. Jump, air boost up (double-tap the d-pad) and move right to get to the ledge with the gem.



1.4 - Spike Land

Spike-balls make their first appearance here. If you hit them they'll take energy from you and disappear temporarily. Pulling the white ball on the right will make another ball appear, following which you can move up and left to reach the exit.

Yellow Gem: Jump up to reach



a high ledge just before you reach the moving circle of spike-balls. Then run to the right, avoiding the rotating spike-balls to get the gem.



Players
OneCartridge
64MMemory
Yep!Publisher:
Developer:Nintendo
TreasureGame type:
Origin:Platform
JapanReleased:
Price:December '97
£49.99

AKERS

CLANCER

Mischief
Makers

51

1.7 - Wormin' Up

Teran's sister's garden is being attacked by a giant worm. Attack the worm by grabbing its head then repeatedly throwing it straight up in the



air, letting it hit the ground and then immediately grabbing it.

Yellow Gem: Easy to get as it's on the worm. Pick it up, shake it once and the gem's yours.

1.9 - Western World

Machine-gunnin', block-clearin' action! Destroy the little tank then grab the gun (shake it to power it up and triple its fire) and shoot the dark brown blocks. Destroy the Clancer with the gun, move right, dig into the star block for a bomb to destroy the next red wall, then grab another bomb and carry along right to destroy the wall in front of the exit star.

Yellow Gem: When you reach the bomb, you will see floating blocks. Take one bomb up and

right along the blocks until you reach the gem which is behind two red columns. Bomb the first column and then go back for a second bomb and grab the gem.



1.7

1.9

1.6

1.8

1.10

1.10 - Volcano!!

Quite easy, this level: simply avoid the falling volcanic rocks (or lava bombs, as anyone who has seen Volcano will know) and make your way to the



end of the level.

Yellow Gem: At the pair of purple and white platforms, jump onto the bottom one, make your way to the top, then continue back to the left. Jump over every platform to reach the gem which is directly above where you started off.



Enemies throw grenades that can knock you off the robot – just grab hold again and continue.

Yellow Gem: This gem is held by the third grenade-throwing Clancer. Grab him and shake him to retrieve the gem.

1.6 - Blockman Rises

A Clancer named Teran helps you in this mission by destroying everything in your path. You can move him left and right by air boosting; boosting up will make him punch upwards, and boosting down twice will make him attack to both sides.



1.8 - Crisis Neptune

You need to help Teran and his big mate guard their gem collection from invading Spur Clancers. Deck 'em all!

Yellow Gem: You get all four gems, including the yellow one, if Teran and the other Clancer aren't crying when the fight is finished. Initially this is difficult, as Teran cries quite easily, and if you throw him by mistake that'll be it.

However, if you pick up the big Clancer and throw him, he'll wipe out any bad guys he hits, and it doesn't damage him!



WORLD 2 MIGEN'S SHRINE**2.2 - Vertigo!!**

Take the bomb from its container and throw it to the right. Use the white ball which rises to reach and pull on the green ball, which makes the red blocks reappear. Go on up and along the platforms to reach the next bomb, which you'll have to throw away twice. Pull the green ball to reset the screen again. You now need to throw the next bomb diagonally up and right, then pull the green ball again. Now throw the bomb so you can run ahead of the explosions. Stop when you reach the blue platform and jump to the green one for the exit star. If you cock it up, pull the green ball to start again after the explosions have stopped.

Yellow Gem: While the explosions are going off, jump from the exit star onto the yellow platform and then jump up the red blocks, keeping ahead of the explosions, then jump onto the moving platform and ride to the top to get the gem.

**2.1 - Sea of Lava**

Run until you reach the second green ball and pull on it to make a star appear on the left. Take the star then continue on to the right, avoiding the lava rising over the platforms. When you reach the lower platforms, run until you find the ball then use it to boost you to the upper ledge. Now go back left and cross the flame blocks.

Yellow Gem: This is found towards the end of the stage and can be obtained by air boosting. Don't worry if you fall in, as once you've grabbed the gem it's yours permanently.

**2.3 - Sink or Float!**

Move right to the moving ball. The platforms will sink under your weight (too many cakes, Marina!), so keep jumping to keep them above the level of the lava. Use the ball to boost to the next platform and then use the next ball to reach the exit star.

Yellow Gem: From the exit star

you need to reach the far right. This is quite difficult, but the best method seems to be to hold up on the D-pad and press B when you're standing on the very edge of the platform, then alternately tap C Up and C Right very fast so that you fly along. Land on the next platform, and repeat.

**2.4 - Hot Rush**

You need to escape before the lava destroys the platforms. Run right ahead of the explosions and grab the first star. When it's clear, run over the blockade and grab the second star to teleport over to the exit star.

Yellow Gem: Stand above the white ball part way through the level and wait for the red blocks to explode. Grab it as you fall, and then boost from it and air boost to get to the star. When you pull the white ball, another one appears before the exit. As you get to the exit, jump on to the ball and pull it to get the gem to fall out.

**2.6 - Flambee!!**

Grab the head of the bee when it attacks and air boost off the side of the platform over the lava, pulling the bee after you. Do this three times to kill it. To



2.2

2.4

2.1

2.3

2.5

2.5 - Searin' Swing!

Anyone for Tarzan? You need to swing from the chains of Clancers. Grab them and use them in the same way as balls. Swing through the level until you reach the exit star.

Yellow Gem: Swing along from the exit star to the right to reach the gem.





PlayStation

Cartridge
64MMemory
Yep!Publisher:
Developer:Nintendo
TreasureGame type:
Origin:Platform
JapanReleased:
Price:December '97
£49.99

get more health, grab the bee's back and pull on it to get blue gems.

Yellow Gem: Grab the head of the bee and pull on it until the gem appears, then grab it.



2.8 - Freefall!!

You need to drop down and grab the correct stars to leave this level. The first star is just before the very bottom. If you miss, a moving platform will take you to a star which will return you to the top. The correct stars are roughly halfway down the side sections. If you miss, you can jump back up (at the cost of some energy) by hitting the spike-balls.

Yellow Gem: As you drop and the pathway separates to go around the star, bear right for the gap in the wall. Through the gap, drop and stay close to the left wall you should find the gem.



2.6

2.8

2.10

2.7

2.9

2.11

2.11 - Migen Brawl!!

Migen starts out with a lizardly pal that you must destroy first. Grab Migen's fists by holding up while pressing B as they come down. Throw the fists at his companion three times to get rid of him. Then catch Migen's fists and throw them back into his face. When you get enough hits to Migen's face you will free the Professor. Punch his fireballs for gems.

Yellow Gem: Beat Migen without getting hit once.



2.7 - Tightrope Ride

Make your way over the lava on the moving balls, avoiding the spike balls. When you stop, pull the ball in the direction you want to go. At the ball wheel you can rotate it, and also lengthen and shorten the poles, by air boosting in a specific direction. Use the star, then boost off the

descending balls to progress upwards to the exit star.

Yellow Gem: From the exit, move up until you reach the platform to the left where the gem is.



2.9 - Magma Rafts!!

Ride on the black platform then switch to the red one carrying the Clancer. Use him to destroy the spike ball. Now jump onto the next black platform and repeat the process. Get to the



spring ball, then use it to blast you across. On the sinking platform, to prevent it going under the lava, kick everyone else off it and keep jumping to stay afloat until you reach the exit.

Yellow Gem: There's a Clancer on the platform below the spring ball. Shake him for the gem.

WORLD 3 MT SNOW



3.3 - Missile Surf!!

Jump on the missile as it flies by. Move back to tilt it up, and forward to tilt it down. The missile will explode if its nosecone hits anything, so be careful. Don't get too close to walls above or you won't be able

to change course! Grab the bomb to nuke the red wall and reach the exit.

Yellow Gem: When you reach the exit, follow the direction of the arrow of gems, then boost back to the exit star.



3.5 - Go Marzen 64

Go right to reach the star, then make your way across using jumps and springers to move further right and through the maze to the next star. Next fight the hover Clancer by throwing the smaller Clancers back at him. When Marzen leaves his ship, attack him to finish him off.



Yellow Gem: Boost off the orange balls with blue gems between them, then find the white ball below. Pull it for a bomb, and make sure you catch it, then bring it back to the jar. Mix it up and a jet-pack Clancer will appear that will let you fly! The gem is at the top of the level, among the red gems.

3.1 - Clanpot Shake

Put the jar under each of the balls and pull on them to make the contents fall into the jar. Get four grenades in all, then mix them for a bomb, and use it to blow up the red blocks. Now take the star to the top and the springing Clancer. Grab him and use left and right to make him move. Hold up to bounce higher and down to bounce lower. He can bounce safely over the spike-balls and then up to the exit.



Yellow Gem: Collect six blue gems in the pot, then get six more once the red blocks have been destroyed. Mix the blues to get two green gems and mix these to get the yellow gem.

3.4 - Clanball Lift!

Ride the balls to the middle of the level. Reach the high platform and drop down, then boost off the ball across the gap and air boost up off the last one to get over the barrier. Use the swinging Clancers to reach the exit.

Yellow Gem: This is above the swinging Clancers; air boost over them to get it.



3.1

3.3

3.5

3.2

3.4

3.6

3.2 - Clance War

Avoid the grenades and mines to reach the star at the end. When you use the star, you'll need to beat the Clancer in the mecha-pod by destroying the pod.

Yellow Gem: Grab the Clancer with throwing stars (between the first two gun-pods) and shake him for the gem.



3.6 - Chilly Dog!!

Grab the dog's head when he charges at you and keep throwing it into the ground until he dies. Nice!

Yellow Gem: Grabbing the dog's head and pulling it down makes him drop blue gems. Keep pulling and eventually you'll get the yellow gem.



Players
OneCartridge
64MMemory
Yep!Publisher:
Developer:Nintendo
TreasureGame type:
Origin:Platform
JapanReleased:
Price:December '97
£49.99

3.7 - Snowstorm Maze

Ride the tricycle into the box above where it starts (next to its twin), then ride the springing Clancer into the other box and a star will appear. Go through, then pull the white ball to get a jar. Pull the next white ball and collect the bombs in the jar. At the wall with three white balls, throw the jar over the wall and ball boost over it. Get the jar, pull out one of the bombs and drop it on the red blocks. Take the star and get a jar from the next white ball. Now get all the Clancer kids that are playing in



the snow and drop them in the play area at the top of the hill to reveal the exit star.

Yellow Gem: Grab the springing Clancer at the start, take him under the star and up from the right. Hold up, move left and bounce him off the spike balls until you reach the gem.

3.7

3.9

3.1

3.8

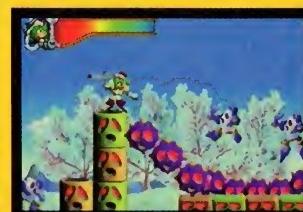
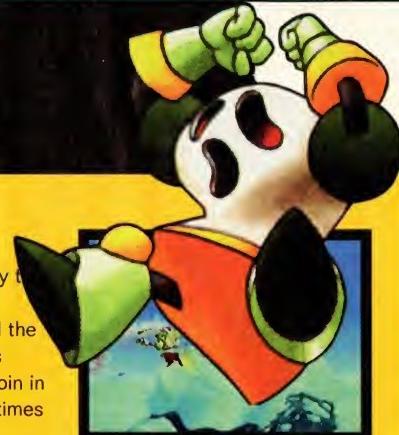
3.10

3.12

3.9 - The Day Before

Just need to make your way to the right.

Yellow Gem: Just beyond the exit star are some Clancers skipping over spike balls. Join in and jump the rope several times to win the yellow gem.



3.11 - Cat-astrophe!!

You need to beat the kitten in a game of dodge ball. Throw the balls at her until she starts crying, then talk to her.

Yellow Gem: Beat the kitten without getting hurt or stepping over the line and she will release the gem when the exit star appears.



3.12 - Cerberus Alpha

Ride the kitten into battle, and jump onto incoming missiles. You can then grab other missiles to use against the boss.

Stage 1 - The boss chases you, firing a gun, missiles and a large cannon (which you should avoid at all costs). Catch Lunar's missiles and throw them back at him. Shake them to make them bigger and more powerful.

Stage 2 - When you hit Lunar a few times, he jumps over you and attacks from the front. Use the same technique as before (and avoid that cannon!).

Stage 3 - Lunar leaps off his bike and charges at you. Jump over him, get in close, grab him and slam him into the floor.

Stage 4 - Lunar gets back on his now transformed bike. Grab his gun and blast away at him. Shaking the gun increases its power. **Yellow Gem:** You need to kill Lunar without getting hit at all. Yes, it's as difficult as it sounds.

3.8 - Lunar!!

Beat Lunar to proceed. To do it, catch some of the grenades he drops behind him and throw them back. Or simply grab him and repeatedly pummel him into the ground.

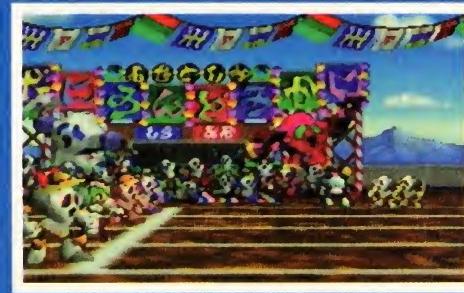
Yellow Gem: Catch some of the large energy bolts from his gun. One will reveal the yellow gem.



3.10 - The Day Of

Easy this, do better than most British athletes and go for the gold! You need to win four out of seven of the events in the Clancer Olympics.

100m Dash: Repeatedly tap



right on the D-pad and you'll win easily.

200m Dash: As above.

400m Dash: As above.

Long Jump: Run to the line (but don't cross it), jump in the air, and at the highest point repeatedly tap the right C-button to boost as far as possible.

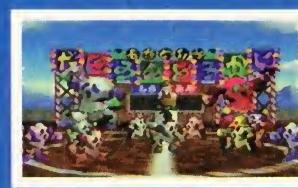
Obstacle Course: As with the dash, repeatedly tap D-pad right, but this time you'll also need to jump the obstacles.

Ball Toss: Use

the jar to catch more white balls than red balls to win as they are thrown at you.

Maths Contest: When the equation appears, grab the numbers that make up the answer. Erase your answer by grabbing the arrow if you make a mistake.

Yellow Gem: Finish the 100m dash in less than eleven seconds.





4.3 - 7 Clancer Kids

You need to rescue seven Clancer children in a maze who have been transformed into monsters by a curse. Spike ball: Grab a mine from the circle and throw it at him. Don't touch the spike balls that replace the mines! Jar: Take the rocks that fall out of the jar and throw them back.



Watch for green gems. Laser ball: The ball with lasers mounted on it will drill at the ground and bring up rocks. Throw the rocks at the ball. The stage is over after all seven Clancers have been beaten and saved. Yellow Gem: As you rescue each Clancer, before you talk to them, shake them, and one of them will give you the yellow gem.

4.5 - Rescue! Act 2

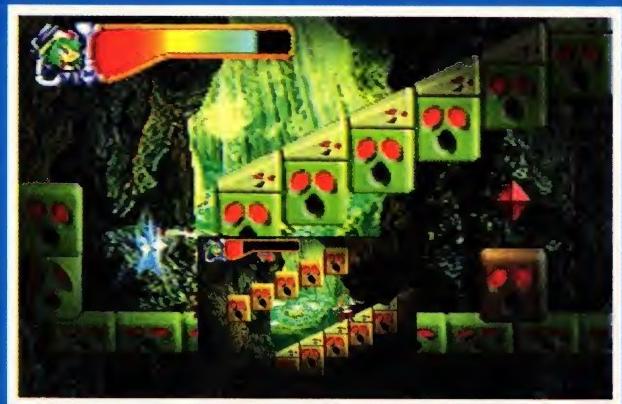
Defeat Calina! Press up and B to hit her when she hovers over Teran's head, and avoid her bombs. get the gem.



4.1 - Rolling Rock!!

You must get to the bottom before the boulder, without being hit by it. The exit star is on the left, and a restart star (for when the boulder blocks the exit) is on the right.

Yellow Gem: A star in the green area near to the gem will take you to it. One of the containers with the gem holds a bomb which will let you continue.



4.1

4.3

4

4.2

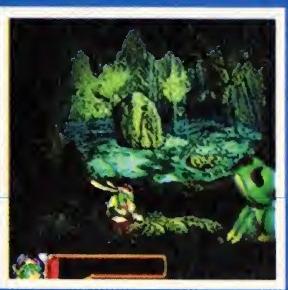
4.4

4

4.2 - Toadly Raw!!

Catch the toad's tongue when it shoots out and pull it to shake him up. When the Clancer appears and throws lightning at you, catch it and throw it at the toad. Keep hitting B to capture more lightning.

Yellow Gem: The toad will give you the gem when you win.



4.4 - Rescue! Act 1

Marina has been knocked out of action! You need to guide Teran through the next two stages. Go past the talking Clancers and punch the brown blocks before tackling the gunman. Jump on the tricycle, and race to the end. Place it in the room next to the other tricycle to exit.

Yellow Gem: After the brown blocks go right and take the high platforms left until you find stars. Take the stars until you appear on a platform made of blocks that spell MARINA. Over the A is a star that will teleport you to three locations. Catch the middle flash to transport to the gem.



4.6 - Tarus!!

Now beat Tarus! He will stamp you or punch you. If his stamp releases rocks, throw them at him. When he charges in to punch you, grab his hand and throw him away.

Yellow Gem: Stand by a wall, grab his fist when he charges and slam him into the wall and you'll get the gem.



Players
OneCartridge
64MMemory
YepPublisher:
Developer:Nintendo
TreasureGame type:
Origin:Platform
JapanReleased:
Price:December '97
£49.99

WORLD 4 ASTER'S LAIR

4.7 - Ghost Catcher

You need to collect thirteen Clancer ghosts for King Aster in his grey Spirit Jar. Place the jar under the ghost to collect it. The locations are as follows:

- 1: Right of the first elevator.
- 2: Just along from the brown blocks.
- 3: Go up on the first cloud and left. Pick the flowers.
- 4: Take a bomb from the



container past the second ghost, go up on the first cloud and head right. Bomb both statues and one will release the ghost.

- 5: Shake the gold statue on the right of the second cloud.
- 6: Take the second cloud up, go left, and bomb the two gold statues
- 7: Bomb the grey statue in the same room.
- 8: Go up on cloud two, right, then pull the green ball for a boomerang. Use the boomerang take out all the spike balls to free a ghost.
- 9: Continue right past cloud three, and get the ghost that throws flames in the next room.
- 10: Take the third cloud down; there is a ghost behind the wall on the right. Position yourself under the

ghost, jump up and throw the jar at the ghost.

- 11: Come down on the third cloud and go right for one ghost.
 - 12: Keep going right for another.
 - 13: Go left to the gap in the green wall, and lob the jar into the hole to capture the ghost. Go below, and roll underneath the gap (tap down twice) to collect the jar. Throw it back out, then roll out again. Return the jar to the King to exit.
- Yellow Gem:** Take a bomb to the room where you'll find the penultimate two ghosts and take out the grey statues.

4.9 - Moley Cow!!

Now you need to beat the mole. Grab his head and slam him against the ground several times. **Yellow Gem:** While the mole is on his back, jump on his stomach to get blue gems, and eventually, the yellow gem.



4.11 - Sasquatch Beta

Tarus is back! You need to beat him over two stages.

Stage 1: Tarus rides a tank and throws rocks which you should throw back. When his cannon charges up, grab it and air boost up until the shot is fired.

Stage 2: The tank turns into a robot. It will attempt to kick you. When this happens, grab its foot, and pull it back so the cyborg falls out. When he's on the ground, air boost the robot up, and slam it down on the cyborg (B, C Right, C Up, and C Down). Do this a couple of times to kill him.

Yellow Gem: Beat Tarus without getting hit.



4.8 - Aster's Tryke

King Aster wants his tricycle, so you must ride it to the end of the level. As you move, the path behind you is washed away by fast-moving waves. Speed is vital!

Yellow Gem: You'll see it before you reach the King. Try to aim the bike at it – it's not easy!



4.10 - Aster's Maze

Make your way through the teleport maze. The map of the two teleport grids is just to the right of where you start. In addition to teleporting, you can walk right from some transporters to others, and drop down to yet others.

The sequence you need to take to the exit is as follows:

From Green 1, walk right and drop down to Green 3; teleport to Red 4; teleport to Green 6;



walk right to Green 5; teleport to Red 1; teleport to Red 6; drop down to Red 7; teleport to Green 8; teleport to Red 8, and finally drop down to the exit.

Yellow Gem: Shake the Clancer to the right of Green 4.

To get there, make your way to Red 1, as shown above, then instead of teleporting walk right to Red 2, and teleport to Green 4. Get the gem, then teleport back to Red 4 to carry on.



**5.2 -Counterattack**

Now ride the ostrich and defeat the ED-209 Clancer chasing you by catching the balls he throws at you and lobbing them back.

Yellow Gem: Catch one of the energy bursts the Clancer sends at you – one will hold the gem.

**5.4 - Merco!!**

Grab Merco from behind and slam him into the ground, avoiding his sword.

Yellow Gem: When Merco lunges with his sword, grab it and shake it.

**5.1 -Clance War II**

Make it through the war zone. You will need to defeat four Clancers in robots to proceed. Grab the missile launchers and shake them for homing missiles!

Yellow Gem: One of the grey-coloured Clancers will have the gem, so you'll have to find him and shake him. He should be in the fourth stage.



5.2

5.4

5.1

5.3

5.5

5.3 - Bee's the one!

You now have to ride the bee to the air fortress. Avoid the missiles and jet-pack Clancers, or grab them and throw them.

Yellow Gem: One of the missiles drops a yellow gem when shaken. Just grab them all!

**5.5 - Trapped!?**

Having reached the air fortress, you now need to infiltrate it. Beat the Clancer in the mecha pod, then get through the room with the teleport stars. Pull the pink ball, use the star, pull the green and blue balls, return to the pink one, and pull the new blue ball. Place the statue on the red blocks below where the

bomb will fall so when it won't detonate. Instead, use it on the right wall. Repeat this on the next group of red blocks. Next deal with the Clancer pirate. Back him into a corner and he'll fire a grappling hook and swing over you.



Players
One

64M

Memory
Yep!Publisher:
Developer:Nintendo
TreasureGame type:
Origin:Platform
JapanReleased:
Price:December '97
£49.99

WORLD 5 IMPERIAL HQ

5.6 - Phoenix Gamma

Now you'll have to deal with Merco and his vehicle again! Stage 1: He dives at you, so grab him and pull away his shield. Then do the same with his sword. When you've done this, he'll charge you. Avoid the charge and immediately throw his sword or shield at him when he's vulnerable. When you've done this a few times, his drill machine will transform.

Stage 2: Merco jumps on his bird, which will try to peck you. Avoid the pecking and grab its head, then air boost downwards until it springs back. Stay at the bottom of the screen to avoid



the laser blasts coming from its wings and repeat the process three times.

Stage 3: The bird will chase then you, attacking with a machine gun, missiles, and an energy blast. Keep moving around the edge of the screen until the missiles come. Catch one, then you'll have plenty of time to return it to sender!

Yellow Gem: Defeat Merco without getting hit.

5.8 - Final Battle

It's the final battle, and you need to defeat Beastector. Lunar, Tarus, and Merco join their machines up to form one huge Megazord-style mecha. Grab the foot before it stamps you. If it moves into the background, it is preparing to fire, so keep running to one side to avoid the shots. Grab the fist when it fires at you and aim back at it. It will try to avoid you by running from side to side, but it follows a predictable pattern, so if it just ran to the left, aim slightly to the right.

Yellow Gem: Guess what? Take it out without getting hit.



5.6

5.8

5.10

5.7

5.9

5.9 - Ending

The more gems you collected, the more you'll see of this sequence. If you don't have them all, you'll just have to go back and find them!



5.7 - Inner Struggle

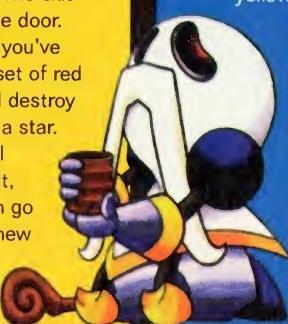
Defeat the Monolith by grabbing the 'bad' words that float past, shaking them up to make them 'good' words (they change size and colour) and chucking them at the Monolith. Avoid the bolts that it shoots at you.

Yellow Gem: When the word 'Dire' appears, grab it and shake it to make 'Lucky', then smash the word into the ground for the yellow gem.



Grab him and air boost down so he lands on his back. The exit star is just through the door.

Yellow Gem: When you've removed the second set of red blocks, backtrack and destroy the first set to reveal a star. Use it, pull on the ball where you appear, exit, pull the new ball, then go back and pull on the new pink ball for the yellow gem.



5.10 - Credits

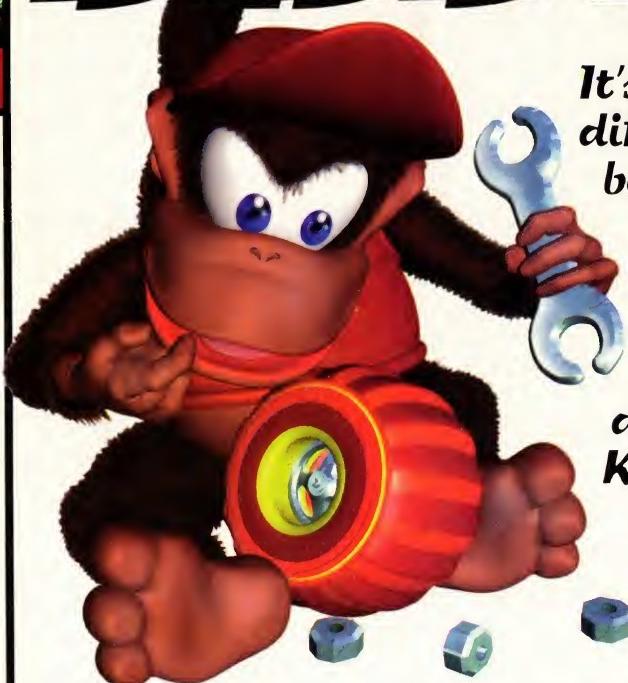
Read 'em or don't! Basically this level is just a whole list of names – exciting huh? We thought that would be a pretty boring thing to take a picture of, so instead here's a photo that shows that Elvis really is alive and well and in fact living on the planet Clanger!





Diddy Kong Racing

60



General Hints

The different characters in Diddy Kong Racing vary in weight, speed, acceleration and handling. Here they are in ascending order of heaviness, with their characteristics:

Different characters are useful in different situations. The heavy characters, for example, are slower on rough terrain, like grass and sand, but they are not so easily knocked out of the way by opponent vehicles. The lighter characters on the other hand move

faster on rough terrain, but have a nasty habit of getting knocked away from zippers and balloons just as they are about to get them due to an opponent colliding with them.



Characters

Character	Top speed	Reached in	Handling
Pipsy the Mouse	55	2.5 secs	Superb
Tiptup the Turtle	55	3 secs	Superb
Conker the Squirrel	55	3 secs	Very Good
Diddy Kong	55	3 secs	Very Good
Timber the Tiger	57.5	3 secs	Very Good
Bumper the Badger	57.5	3 secs	Good
Banjo the Bear	57.5	3 secs	Good
Krunch the Crocodile	60	6 secs	Poor



BUMPER



CONKER

The animals all handle differently – the table above shows them in ascending order of weight. Tiptup is pretty-much the best all-rounder.

It's here, it's fun, and it's fiendishly difficult! Diddy Kong Racing is the best racing game out on the N64 at the moment, and it's bound to have you seething with frustration in no time at all. Well seeth no further, for here is the definitive complete guide to Diddy Kong Racing!

Vehicle controls

General

C Up: zoom view in/out
C Right: Switch between map and speedo

Car

Analogue pad: steers left and right
A: Accelerate
B: Brake
Z: Fire power up
R: Hold down for tighter turns
R&B: Hold both for even tighter turns
Hold diagonally back on the analogue pad and B, then tap R twice to spin 180 degrees and face the opposite way (useful if you've spun out of control into a wall)



to jump
R&B: Hold both for even tighter turns

Plane

Analogue pad: steers left, right, up and down
A: Accelerate
B: Brake
Z: Fire power up
R: Hold down for tighter turns
Tap twice while pushing left or right for a barrel roll
Tap twice while pushing up for a loop
Tap twice while pushing down for an inverted loop



Hovercraft

Analogue pad: steers left and right
A: Accelerate
B: Brake
Z: Fire power up
R: Hold down for tighter turns, or tap



R&B: Hold both for even tighter turns

RACING

DINO DOMAIN

Ancient Lake

Balloons for entry: 1

Balloons for silver coin challenge: 6

Description: Ancient Lake is a very flat track with few bends and little to cause trouble aside from a wandering dinosaur.

Tour of track: This track

contains two zippers and three sets of balloons, both boost and rocket types. Take the first zipper across the grass to pick up the boost balloon and cut the corner. The wandering dino can be shot with a rocket to make him lumber across the track, blocking or squashing other competitors. However, it's just as useful to pick up a boost balloon for extra speed.

On the silver coin challenge, all the coins are in plain sight on the track, and should pose no problem.



Fossil Canyon

Balloons for entry: 2

Balloons for silver coin challenge: 7

Description: Fossil Canyon is another fairly simple track, with three resident dinosaurs and a large lake to catch the unwary.

Tour of track: There are four

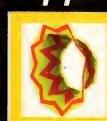
zippers and six sets of balloons on this track, with the introduction of the green drop-behind balloons. The lumbering dino near the start cannot be shot this time to block the track, instead he just lumbers backwards and forwards. Major points on this track are the zipper before the lake which will throw you across the water, cutting a large

corner (and gaining a coin in the silver coin challenge race) and the high and low routes near the end of the course. Although the high route holds a boost balloon, the low route is considerably faster, and you'll be able to pick up a rocket in case anyone gets in front of you.



POWER-UPS

Zippers



(ground/water/air): give a momentary turbo boost.

Bananas:



The more you collect, the faster you go, up to a maximum of ten (at least to start with). Each time you are hit, you lose two bananas.

Blue balloons:



Give you one speed boost power-up. Can be increased to a factor of three by picking up more balloons.

Red balloons:



Give you rockets. One balloon = one rocket. Two balloons = one homing rocket. Three balloons = ten rockets, which can be replenished providing you have at least one remaining every time you collect another red balloon.

Green balloons:



Give you drop-behind weaponry. One balloon = oil. Two balloons = mine. Three balloons = a bubble that traps opponents for short time.

Yellow balloons:



Shields. Get more balloons for a progressively wider shield of longer duration – up to three balloons.

Rainbow balloons:

Magnets. One balloon = pulls you towards opponent. Two balloons = pulls towards opponent from a greater distance. Three balloons = pulls opponent back towards you.

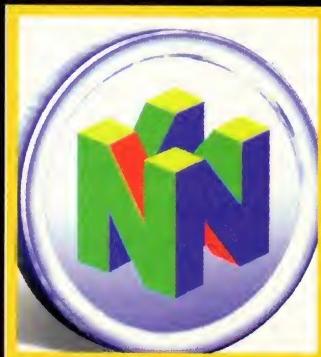
Gold balloons:

Awarded when you win races. There are also four hidden in the central area. You need specific amounts of balloons to enter specific doors.

General Tips:

To get a better boost, just before you hit the zipper or activate a boost balloon, release the A button, and don't press it again until you see the rainbow-coloured smoke.

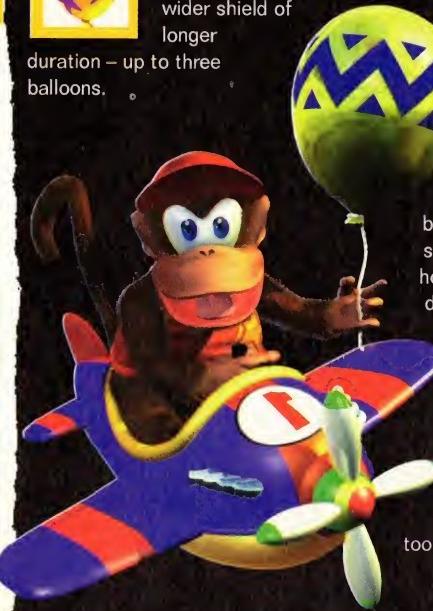
In the Silver Coin Challenge



You'll grow to hate these silver coins, as they crop up in some very annoying positions on the tracks.

races, do a few circuits in your own time to work out where the coins are and how best to get them quickly.

You'll discover that during the boss races, the bosses cheat and race off before the 'Go'. To counteract this, press and hold A just before the 'Ready' message disappears, and you'll get a boost start. There are two sizes of boost, depending on how close the message is to disappearing (the blue super-turbo happens if you press A just before it fades entirely). This can also be used in the normal races, although you'll find on the later levels that if you do it, the other racers will almost certainly do it too.



**Jungle Falls****Balloons for entry:** 3**Balloons for silver coin challenge:** 8

Description: With an ancient temple, standing stones and huge dinosaur skeletons, Jungle Falls is a must for any budding archaeologist in a race car!

Tour of track: There are four zippers and five groups of balloons. The yellow shield balloon makes its first appearance here. To hit the first zipper you'll need to steer hard left immediately after the first bend, as it's right against the far wall.

Avoid the dino footprints in the track, as they will throw you off course, then, when you take the second zipper, be careful you don't go into the water by the bridge as this will leave you miles behind the others. On the coin challenge this is doubly important as the other players will be a lot faster, and one of the coins is on the edge of the bank by the water, so watch out. The fourth zipper, rather cunningly, has been concealed in the head of the giant dino skeleton, and one of the silver coins will be here during the challenge.



The various areas of water are the biggest hazards on this track. Stay well clear of them or you'll end up wallowing and losing loads of time.

Boss Race

Description: This perilous track spirals to the top of a high mountain, narrowing dangerously as it progresses.

Tour of track: You'll need to avoid the trees, the boulder and the Triceratops and stay on the track to win. There are no zippers, but red balloons should be used to slow the dino down, and boosts can be used to catch up. Don't try to pass him, as he'll stomp on you. Instead, take the tunnel (marked by the bushes with the blue berries) to cut in front of him and then just make sure you don't fall off the edge! (Tight turning is called for.)

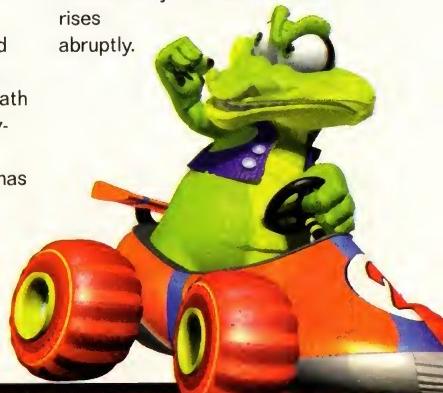
Second Tour of track: Toppling columns of stone and rolling

**Hot Top Volcano****Balloons for entry:** 5**Balloons for silver coin challenge:** 10

Description: Narrow caves and erupting rivers of lava make Hot Top Volcano a hazardous flight path for any aircraft, let alone a diddy-plane!

Tour of track: This track only has three zippers, but it has seven groups of balloons to make up for it. There is a sharp bend to the left immediately after the start line, followed by a narrow pair of tunnels, either of which is okay to use. In the coin challenge race, one of the coins is on a ledge behind the rock outcrop in the middle of the first bend. In the final section of the track you will see two zippers in a cave. Hitting both will give you a useful burst of speed, but you'll

need to keep low after the second zipper, as the ceiling drops considerably and then the floor rises abruptly.

**Fire Mountain****Location of Key:** Ancient Lake.

The key is just off the track to the right of the first bend on a small ramp.

Description: The Fire Mountain arena is more or less rectangular in shape, with nests situated high up on the walls in each corner, and an egg production device in the centre.

Tour of track: The object of this is to hatch three eggs in your nest. Fly over the eggs to pick them up, then drop them in your nest with the trigger button. When they stop flashing, they have hatched and cannot be moved, but until then, they can be stolen. The best technique is to shoot down into the centre and grab an egg, put it in your nest and then steal an egg from



Until your eggs hatch, they can be stolen. When the shells crack open, it's safe to leave them.

someone else's nest. By then, another egg should be present in the centre, so grab it. If you've picked up a rocket (there are three red balloons and a purple balloon at each point of the compass) shoot anyone you see, but remember you can't shoot whilst carrying an egg.



Players
1-4Cartridge
128MMemory
Yep!Publisher:
Developer:Nintendo
RareGame type:
Origin:Racing
UKReleased:
Price:1 December
£49.99

SNOWFLAKE MOUNTAIN

Everfrost Peak

Balloons for entry: 2

Balloons for silver coin

challenge: 10

Description: Everfrost Peak's ice-clad track is peppered with balloons and zippers. The main things to watch for are the ice bridges and jutting rock outcroppings.

Tour of track: Although this track only has three air zippers, it has another six on the ground, and these can be taken by the plane if you skim the ground over them. Add to this the seven groups of balloons, including the first appearance of the rainbow balloons which give you a magnetic power-up, and you should be able to finish this track about a lap ahead of the others. No surprises for the silver coin challenge; the only thing to note is that the last two coins are situated above and below an ice bridge, so you'll need to get them on separate laps so as not to lose time.



This track should be a breeze. All you need to do is stay on the track and the steeply sloping terrain will do the rest.

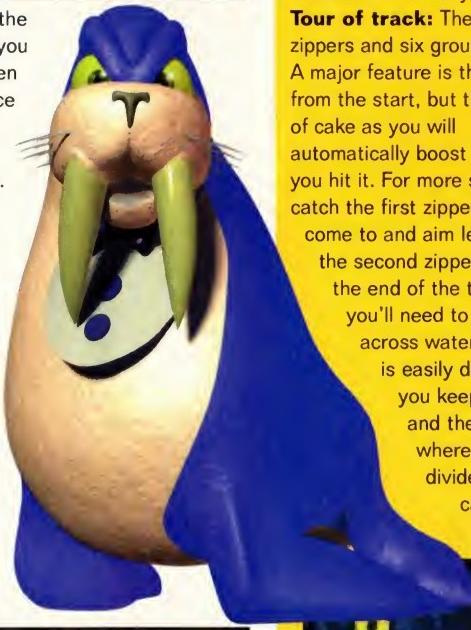


Boss Race

Description: This is a roller-coaster of a track with bends, tunnels and very steep drops.

Tour of track: Although the Walrus races off at high speed before the 'Go', all you need to do to catch him is just make your way round the track without crashing. The drops will give you more speed, and it'll only take grabbing one boost balloon to beat the cheating animal to the finish. No problem.

Second tour of track: This track is pretty much the same as the first run, except that on the latter part three huge snowballs roll across the track. Use the same technique as before.



Walrus Cove

Balloons for entry: 3

Balloons for silver coin

challenge: 11

Description: Walrus Cove's peculiarly shaped track contains a huge loop-the-loop, treacherous icy bends and frozen water ready to catch the unwary racer.

Tour of track: There are four zippers and six groups of balloons. A major feature is the loop not far from the start, but this is a piece of cake as you will automatically boost when you hit it. For more speed, catch the first zipper you come to and aim left for the second zipper. Near the end of the track you'll need to jump across water, which is easily done if you keep right, and then at the point where the track divides, go left to catch the fourth zipper



and avoid another water jump (there will also be a silver coin here during the challenge). The sixth and seventh coins in



the challenge are on the far right of the track near the end, and you'll need to be careful not to hit the water when you get them as this throws you backwards.



Although this loop looks imposing, it's actually extremely easy to traverse. Keep an eye out for any players with rockets behind you though.

10



As you barrel down the steep slopes on this track, the trickiest bit is making it into the tunnels without hitting the narrow entrance walls. Otherwise you'll have no probs.



**Frosty Village****Balloons for entry:** 9**Balloons for silver coin challenge:** 16**Description:** Frosty Village has picturesque houses, a viaduct and immensely tall trees to distract budding racers.**Tour of track:** On the latter part of this track, there is a choice of three ways. Going straight on through the street-lit path means that you will hit six zippers and ten groups of balloons on that lap. Going left means you will hit only eight balloons, but also eight zippers.

Bearing right will give you eight balloons and seven zippers, however this route also cuts a huge chunk off of the corner and will put you well ahead of the field. Take this route every time and you will win easily, even if you don't hit any other zippers. Make sure you stay out of the water near the finish though. For a speedy start, catch the first zipper at the top of the hill and you literally fly to the bottom.

During the silver coin challenge, there are four coins close to the start. The first is obvious, the second and third are in the left and right arches of the viaduct, and the fourth is between the houses at the bottom of the hill. All the others are obvious, just be careful on the last one, as there is water in front of it which will slow you down, so it's better to come at it from the side, and use the powerslide (hold down R and turn).

To get a massive lead on your opponents on this track, cut right through the tall trees.

**Icicle Pyramid****Location of Key:** Snowball Valley.

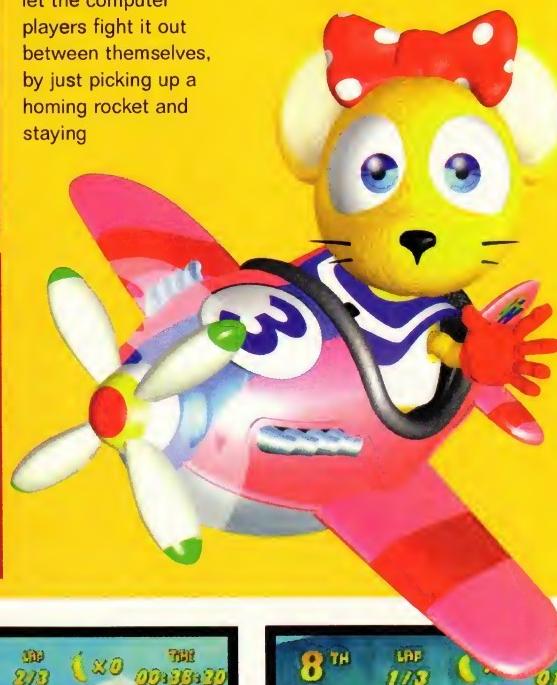
From the start, bear immediately left off of the track and you'll see a small clearing. Drive into here, and you'll find the key!

Description: Icicle Pyramid consists of a three-level rectangular arena containing rocket, drop-behind and shield balloons.**Tour of track:** Basically the idea of this track is to take out the other three players. Rocket power-ups on this are restricted to homing rockets (no ten-shots), so you'll have to do it the hard way. Drop-behinds are not much

use as you are as likely to crash into them as the other players so

it's best to steer clear. A good technique is to let the computer players fight it out between themselves, by just picking up a homing rocket and staying

clear up on the top or middle levels (they tend to stay down the bottom) then go down and finish off the survivor

**Snowball Valley****Balloons for entry:** 6**Balloons for silver coin challenge:** 14**Description:** A slippery ice tunnel and huge rolling snowballs are the main features in Snowball Valley – don't get squashed!**Tour of track:** There is a fork in the track immediately following the

start on this track.

There are only two zippers on the track, with four groups of balloons if

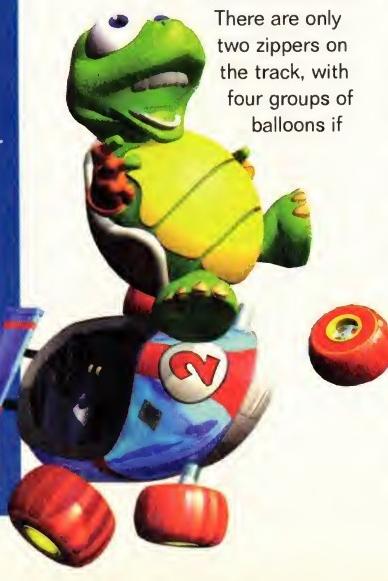


you take the right fork and five if you take the left.

Although the two forks are pretty much the same length, the right fork offers a path across treacherous ice by water which may slow you down whereas the left fork takes you through a passage so there's no danger of hitting water, and also gives you two boost balloons – during the silver coin challenge you'll need to take both routes though. Try to avoid the huge



snowballs in the open area as they will squash you flat, and look for the two coins in this area during the challenge.



SHERBERT ISLAND

Whale Bay

Balloons for entry: 10

Balloons for silver coin challenge: 17

Description: Whale Bay's fairly simple track layout and a friendly local whale make this island a hover-racer's paradise.

Tour of track: This track contains four zippers and eight groups of balloons. A sequence of three blue balloons can be picked up on the first bend for a mega-boost, then aim through the zipper and up the friendly whale's back onto the ship to cut off the bend, which will save you loads of time even though it bypasses one zipper.

After that, follow the friendly buoys,

and hit the zippers whenever you see them, and this track should be a walk-over... or even a hover-over

(sorry).

The hovercraft move faster on land than they do in water, so where possible use the sandbanks.

The whale in front of the beached ship will give you a helping fin up onto the deck, acting as a handy short cut!



Pirate Lagoon

Balloons for entry: 13

Balloons for silver coin challenge: 20

Description: Lots of tight bends and several jumps make Pirate Lagoon more of an obstacle course than a race course.



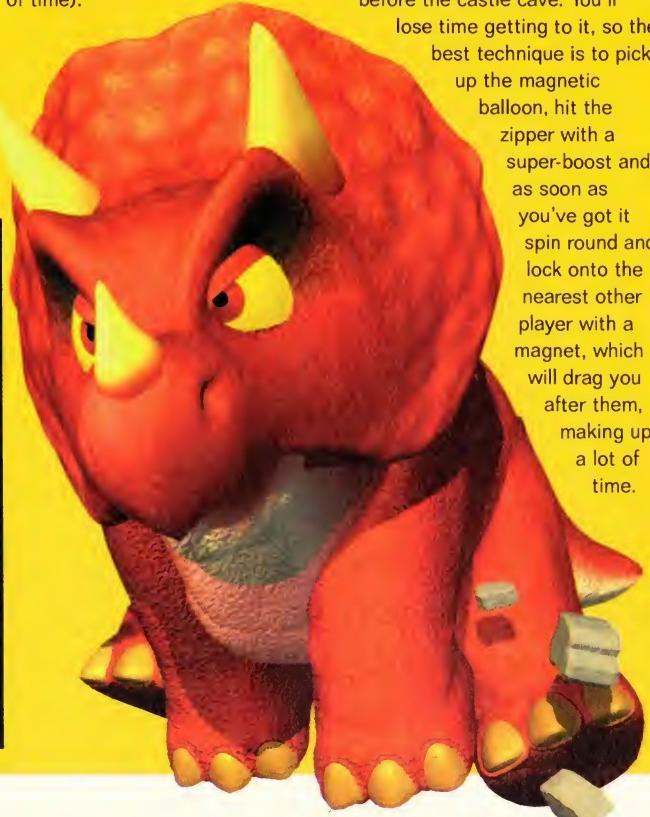
Tour of track: There are four essential zippers on this track and five groups of balloons. The waves in the water play havoc with steering, so it's best to try to take everything in as straight a line as possible, minimising the sharp turns, or you'll find yourself left wallowing in a corner. Important features to be aware of on this track include the castle cave, in which you must turn hard left as soon as you enter to avoid hitting the wall (try to grab the boost balloon on the way in, as you'll slow down on the turn), and the green rock wall near the end which must be jumped by hitting the small island in front of it - ideally after



hitting the zipper (you can go around it, but this means going wide and loses a lot of time).

The first turn is very tight, and the waves will slow you, so instead use the crescent shaped sand bank to give you more traction and a better turn. Also, it's actually better to avoid the third zipper and instead bear right, as the zipper shoots you into a wall. In the silver coin race, the coin you're least likely to spot is on the far right of the large bay just before the castle cave. You'll

lose time getting to it, so the best technique is to pick up the magnetic balloon, hit the zipper with a super-boost and as soon as you've got it spin round and lock onto the nearest other player with a magnet, which will drag you after them, making up a lot of time.



**Treasure Caves**

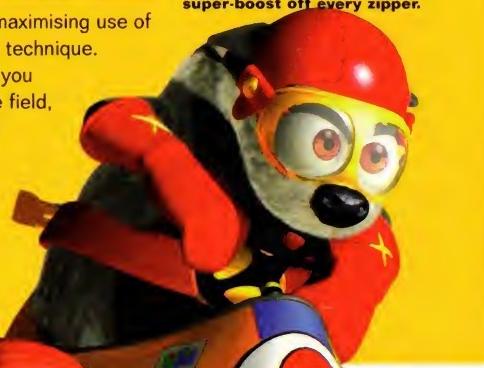
Balloons for entry: 16
Balloons for silver coin challenge: 22

Description: Treasure Caves is a flat and fairly circular track with no particular surprises. Check out the cool mouldy-green water in the cave!

Tour of track: This is a simple track with four zippers and three groups of balloons. The lack of many sharp bends makes this track an



ideal place for maximising use of the super-boost technique. This should put you far ahead of the field, even during the silver coin challenge race.

**Crescent Island**

Balloons for entry: 11

Balloons for silver coin challenge: 18

Description: Forks in the track and a beached pirate galleon give Crescent Island a piratical theme – avast there me hearties!

Tour of track: This track holds four zippers and six groups of balloons, but no boost balloons, so you're left using only rockets



and magnets to gain the advantage. The fork immediately after the start line should be taken to the left for a zipper, then it's just a case of hitting all the zippers and staying ahead of the pack. When you get onto



the galleon, try to turn hard left to make the tunnel. If you go too wide though, aim to the right of the tunnel for a ramp which takes you up and drops you into the tunnel through a hole. Although this isn't any faster, it's quicker than bouncing backwards and forwards off the walls. On the silver coin challenge, you'll need to go up this ramp as one of the coins is over the hole. The last coin is in a little cutting on the right immediately after the last tunnel. You'll need to turn sharply, so don't hit the last zipper. This route also cuts off the corner, so it's useful as a short cut.



Players
1-4Cartridge
128MMemory
Yep!Publisher:
Developer:Nintendo
RareGame type:
Origin:Racing
UKReleased:
Price:1 December
£49.99

Treasure Caves

Balloons for entry: 16

Balloons for silver coin

challenge: 22

Description: Treasure Caves is a flat and fairly circular track with no particular surprises. Check out the cool mouldy-green water in the cave!

Tour of track: This is a simple track with four zippers and three groups of balloons. The lack of many sharp bends makes this track an ideal place for maximising use of the super-boost technique. This should put you far ahead of the field, even during the silver coin challenge race.



Darkwater Beach

Location of Key: Crescent Island. The key is reached by taking the left fork at the start of the race, then, before the path rejoins the main one, heading into the water and around the rock to a small cave.

Description: Darkwater Beach is a small group of islands enclosed within a lagoon, making a perfect hovercraft battle ground.

Tour of track: This is much the same as the Snowflake Mountain battle track, except that this time you're on water. As with the other track, the best technique, though admittedly a cowardly one, is to avoid the other players (keep an eye on the radar for where they are) and then go in and finish off the survivor. You can also take shots over a much larger distance due to the open-plan arena. Keep an eye out for mines though, as the waves often obscure them until you're right on top of them.



Boss Race

Description: This track is a simple circular design, peppered with floating logs and palm trees on little sandbanks.

Tour of track: This annoying octopus chap drops mines behind him as he goes. You'll need to grab the boost balloons to keep up with him and use the rockets to slow him down. Get in front too soon, and he's liable to hit you with a mine, so wait until the last lap, then overtake him on the wide part of the track near the end.

Second Tour of track:

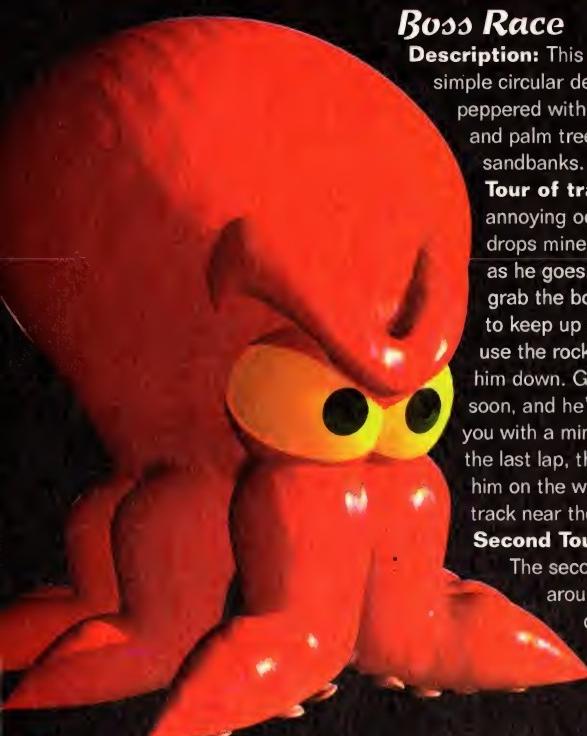
The second time around, the octopus drops bubbles. He's a complete



cheat – if you use the super-turbo to start, he'll change course to run you over and drop a bubble on you! This time, ignore the boosts and instead

go wide, pick up the first red balloon on the right, then the one on the left in the tunnel, and finally pick up the one on the first island in the open area to give you ten shots. Fire them all at the octopus who should be straight ahead. He'll flounder and you can shoot past, and take the inside line all the

way round for the next two laps (get the second boost on the island on the second half of the track for more speed if needed).





DRAGON FOREST

Boulder Canyon

Balloons for entry: 20**Balloons for silver coin challenge:** 30

Description: Treacherous rapids, floating logs and a castle complete with working drawbridge make Boulder Canyon a dangerous white water ride. No boulders though...

Tour of track: There are five zippers and ten groups of balloons on this track. The floating logs

should be avoided, as they will stop you dead, or, if another player clips one end, will spin and may throw you backwards (if you're very skillful, it is possible to use them to catapult you forwards, but this isn't recommended). You'll need to grab a boost balloon going down the first set of rapids in order to boost up the slope at the bottom. The drawbridge by the castle raises if any player touches the bell. If you

can, try to hit this every time as it slows the other players down. If the drawbridge is up when you reach it, go right or left and follow the moat for a ramp back onto the track. There's a fork in the track near the end. The right fork takes you to a boost balloon and a zipper, however the shape of the track means when you land you'll almost certainly crash, so it's more advisable to take the left fork, turn right as you leave the tunnel, and then stay left to avoid the logs. The left fork also holds two coins in the challenge race, whereas the right fork holds none. Another slow point is the bend right at the end. Hit the zipper, and make a tight shoulder button and B turn to make it without slowing. This is important if you have



players close behind you, which you will have in the coin challenge.



Greenwood Village

Balloons for entry: 17

Balloons for silver coin challenge: 24

Description: Greenwood Village's circular track has two hidden passages, one quite easy to find, the other not so obvious. Extremely tight corners make this a Reliant Robin owner's nightmare.

Tour of track: This track holds six ground zippers and eight groups of

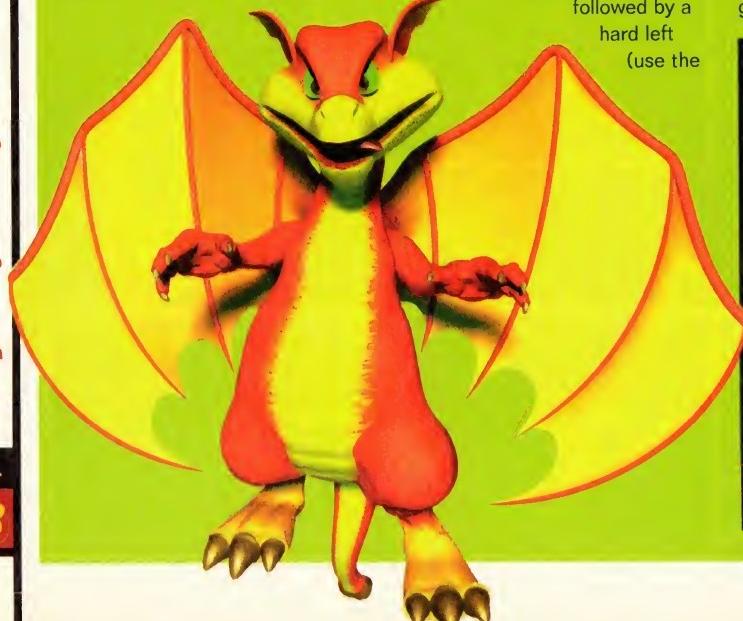
balloons. The well in the village square drops down to a secret passage which will cut a large corner and gives you a zipper (you'll need to brake just as you hit the tunnel to drop into it). If you go the long way round, you'll need to pick up the blue balloon on the bend as without it you'll be very slow up the small hill. The other secret passage is about halfway round the track, on the left just after the zipper in the second tunnel. Following this is an extremely hard right followed by a hard left (use the



shoulder button and B to corner tightly).

In the silver coin challenge, pick up as many bananas as possible, grab the first coin and drop down

the well to get ahead. Pick up the two coins in the forest, then head right after the tunnel into the small side tunnel for the coin. Take the next coin before the finish then on the second lap pick up the coin still in the square, the one in the tunnel and the coin just past the old tree last of all as you come off the zipper. As a general tip,



Windmill Plains

Balloons for entry: 16**Balloons for silver coin challenge:** 23**Description:** Windmill Plains is a aerial track, the main features of which are the huge windmills and tight tunnels that make for some tricky flying.**Tour of track:** Although there are only four air zippers, as with the Everfrost Peak track there are also four ground zippers which can be used by skimming the ground. All but three of the ground zippers are under the windmills, but caution must be taken not to hit the windmills themselves. There are also no fewer than twelve groups of balloons available. A useful technique to get ahead is to take both the ground zippers under the first two windmills, then take the first air zipper to the tunnel, and upon leaving the tunnel, pick up a green drop-behind balloon. Then use the drop-behind just as you hit the next air zipper, as this will slow down your immediate pursuer. In the coin challenge race, there is a coin under each windmill, and also a coin behind the waterfall on the left about halfway round. Try to get all the coins but the first one on the first lap; leave the first one as

it's difficult to get under the first windmill from the start line, so pick it up at the start of the second lap.

The windmills on this level are dangerous, but they all have bonuses underneath.



pick up any green balloon you can without going out of your way and drop them to slow the other players down, even if you're running last as it will take out the race leader on the next lap. Also try and super-boost off every zipper.



Drop down the well in the centre of the square for a nifty short cut.

Haunted Woods

Balloons for entry: 22 (You'll need to have done one silver coin challenge)**Balloons for silver coin challenge:** 37**Description:** The rather twisted Haunted Woods track is populated by vaporous ghosts and has a picturesque fountain near the start.**Tour of track:** This track presents no surprises. It holds four groups of zippers (in some places there are pairs, but you'll only hit one of them at a time) and nine groups of balloons. From the first zipper, aim right to hit the second zipper for a bigger boost. The fountain at the start can be driven round either to the left or the right, and you'll need to go round both sides during the silver coin challenge as there are coins on both sides of the fountain, three in all. Also in the haunted forest

you'll need to keep tight in to the left to get both the coins on the bend at the bottom of the map



Avoid the fountain at the start of this track or you'll end up way behind.





Smokey Castle

Location of Key: Boulder Canyon. This is the trickiest key to get. You'll need to pick up three boost balloons by the drawbridge, then turn around so you're facing the wrong way and activate the drawbridge. As soon as it raises, hit the boost and you'll shoot up the ramp for the key.

Description: Smokey Castle is packed with power-up balloons and ramps. Watch out for the moat though!

Tour of track: The idea of this battle game is to be the first to collect ten bananas in your chest. You can only carry two at a time, so it'll take at least five



Boss Race

Description: Misty caves with hanging plants mask pillars of stone that block your path on this track – and the fireballs don't exactly help!

Tour of track: The dragon flies around the track at a constant speed, dropping fireballs which hang in the air. The best technique is to fly behind him and pick up three of the four boost balloons (the first is under the windmill, the next on the left after the small tunnel, the third on the right in the cave and the fourth in a tree



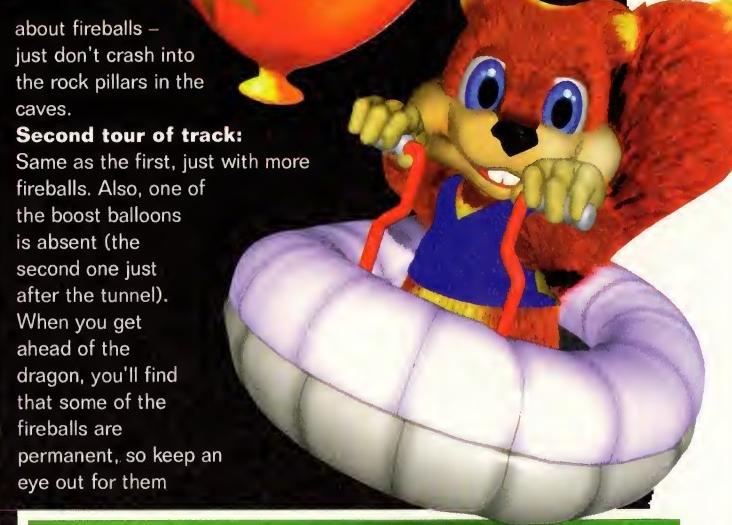
just out of the cave) then boost past him in the open area before the finish line. Once you're ahead of him, you won't need to worry

about fireballs – just don't crash into the rock pillars in the caves.

Second tour of track:

Same as the first, just with more fireballs. Also, one of the boost balloons is absent (the second one just after the tunnel). When you get ahead of the dragon, you'll find that some of the fireballs are permanent, so keep an eye out for them

green balloon, take someone else's ramp up (they're all colour coded) and drop a mine on it, thus ensuring that they'll lose their next load of bananas. Do this with a different ramp each time, and you'll win no problem! For more insurance, pick up two red balloons on the way out, and hit another player with a homer (that's as in 'rocket', not 'Simpson').



Players
1-4Cartridge
128MMemory
Yep!Publisher:
Developer:Nintendo
RareGame type:
Origin:Racing
UKReleased:
Price:1 December
£49.99

CENTRAL AREA

Wizpig Race

Description: Thunder, lightning and torrential rain reduce visibility on this track which is already partially flooded – what a nightmare!

Tour of track: Okay, it's the final battle (well, the first final battle, anyway). You'll need to beat Wizpig around the track three times. There are six zippers, and no balloons. You'll need to hit every zipper and get a super boost nearly every time.



Avoid going in the water and stay off the grass. For an extra super-turbo boost, hit the fourth zipper and aim to the left to hit the fifth zipper, then hold on!

Once you've raced Wizpig you'll be treated to an end sequence and the credits, followed by the message 'The End?' Not surprisingly, there is still a bit more to the game – okay, make that a lot more! To start with, you'll need to get gold on all four trophy races (if you haven't already). Then go to the beach and drive into the sign which should show four gold Wizpigs to be taken to Future Fun Land. (Once you've done this for the first time, you only need to drive onto where the lighthouse stood to reach Future Fun Land.) You'll need to complete all four of

the space tracks twice (once normally and once in silver coin mode), and then you'll find yourself facing the TT door. Now you will need to go back to the original world and complete all the battle races (if you haven't already) before being allowed entrance to the TT door to race Wizpig for a second time!

You absolutely must get a super-boost from virtually every single one of the zippers, else Wizpig will finish way ahead of you every time.



FUTURE FUN LAND

Spacedust Alley

Balloons for entry: 39

Balloons for silver coin challenge: 43

Description: Flying boulders and a rampant alien space fighter are only a few of the perils on Spacedust Alley's futuristic race track.



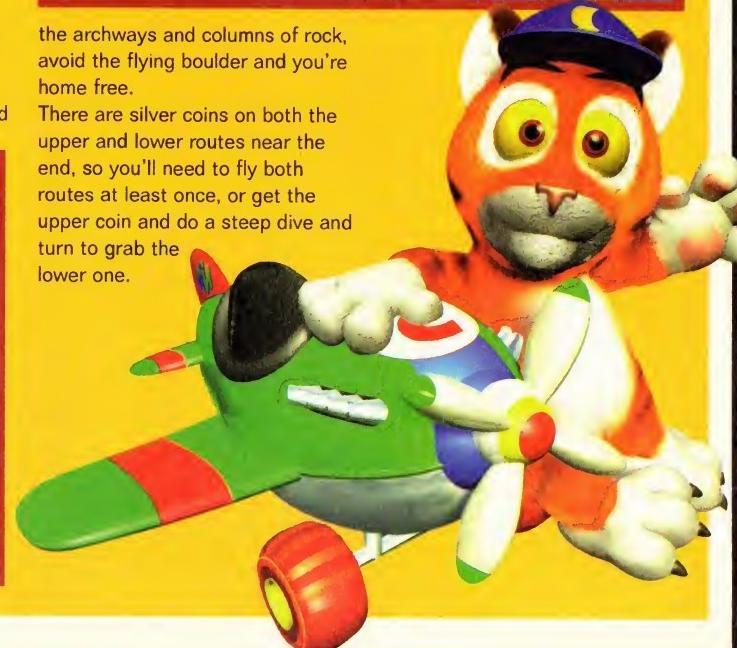
Tour of track: Although at first this track looks a little imposing, it's actually fairly easy to beat. There are three air zippers and seven ground zippers, and fourteen groups of balloons. The basic technique is to hit all the air zippers for a good start, then when you meet the attacking spacecraft stay dead

centre and low on the track. In the coin challenge you'll find two coins in this area, one on each side. Get one on the first lap and one on the second. In the section with the raised pathway, drop off to the right and follow under it for a zipper and a shortcut into the tunnel. Then it's just a series of tight turns to avoid



the archways and columns of rock, avoid the flying boulder and you're home free.

There are silver coins on both the upper and lower routes near the end, so you'll need to fly both routes at least once, or get the upper coin and do a steep dive and turn to grab the lower one.





Darkmoon Caverns

Balloons for entry: 40

Balloons for silver coin challenge: 44

Description: Darkmoon Caverns – not surprisingly – consists of a number of caverns



On the open areas of the track, watch out for the orbital guns bombarding the track. Keep to the edges.



on a moon, and also includes two impressive loop-the-loops.

Tour of track: This track is

fairly easy the first time around, it's just a case of catching the zippers and boosting. There are four zippers and fourteen groups of balloons. Two areas are being bombarded by spacecraft in orbit, but the laser fire is easily

avoided if you keep to the left. The two loops will automatically boost you, but if you release the A button as you hit them and don't press it immediately after coming off the loop you'll boost a bit further. The coins are fairly obvious, apart from one which is between the two craters on a surface section, and there is one at the start of each loop, directly in the middle, that

you'll need to hit accurately as you'll be pulled around the loop if you miss.



Star City

Balloons for entry: 42

Balloons for silver coin challenge: 46

Description: Lots of steep drops, ninety degree turns and narrow tunnels make Star City a real test of racing skill.

Tour of track: With five zippers and twelve groups of balloons this track is actually the easiest track of the four space ones, although you'll definitely need the extra tight turns (direction/R button/B) for the ninety degree corners on the



latter part of the track. Be careful with the second zipper on the raised track where the tram passes in front of you, as it more often than not boosts you off the edge of the track – if you can't

control the boost, then just miss it out as you don't need to hit it to win.

The coins in the challenge are all very obvious and easy to get.



Players
1-4Cartridge
128MMemory
Yep!Publisher:
Developer:Nintendo
RareGame type:
Origin:Racing
UKReleased:
Price:1 December
£49.99!

Spaceport Alpha

Balloons for entry: 41**Balloons for silver coin challenge:** 45**Description:** Spaceport Alpha is a tribute to science fiction with its very own Death Star trench run –

right (although you'll need to make one run down the left on the silver coin challenge) and then make a hard right turn at the end of the trench – in the coin challenge there is a coin right at the top of this tunnel entrance, so aim high.



As you approach this archway, keep low, and turn sharply, and you should collect a blue boost balloon and be lined up for another almost immediately.

you'd just better hope you're not playing the 'Porkins' character!

Tour of track: There are four zippers and seventeen balloons on this track. Two tight bends lead to a zipper which you'll need to get fairly high up to hit. After this, stay high until you reach the tunnel and do a steep dive, followed by a steep climb. Bear hard left in the next open area for a zipper if you want, but you don't really need it. In the trench, keep low and to the

Make sure you grab the boost in the open tunnel for some extra speed.



This level is fairly straight-forward, the main features to watch for are the sudden dip into a tunnel and the guns in the Star Wars trench (keep low).



TT Challenge

Description: Rock arches, narrow caves, flying boulders, energy beams and hostile alien spacecraft make this a dangerous place to go flying!

Tour of track: The trick to this track is to stay ahead of Wizpig. Get a superboost at the start, then bear right at about middle height to avoid the boulders and the first rock columns. Get ready to drop low and turn sharply at the first arch, but don't clip the ground with your wingtip or you'll crash into the wall. Pick up the two red balloons, and if Wizpig has managed to pass you, hit him with a homer to slow him down, then grab the blue balloon from the huge pig carving's nose and boost into the tunnel. In the tunnel keep under the energy beams, and ignore the balloons, until you reach the yellow shield balloon, which you should pick up and activate as you enter the reactor area, allowing you to fly straight through the middle of the beams.

If you miss the shield, fly up and over the energy beams, which will slow you down, but you hopefully



won't be hit. Out of the main area, grab the boost balloon immediately

on the right and boost across the finish. Now do it another two times to win!

If you're having problems, and keep colliding with things, try using the magic code for small characters, which gives

you a smaller plane, and will allow you to squeeze through gaps easier. Beat Wizpig the second time, and you've finished the game! Or have you? Er, no actually. You'll now be offered a new option on the start screen, to start 'Adventure Two'. This is playing the same tracks, but this time they are mirrored so all the corners go in the opposite direction, the other characters are a lot harder to beat and the balloons are silver! (Is there no end to this game?)



MAGIC CODES

When you defeat Wizpig, you'll be shown a cut sequence and then a list of the credits. At the end of the credits you'll be given one code, but if you don't want to sit through these, or you haven't managed to get that far, then some of these might be useful, or not so useful, depending on whether you actually want to make the game easier or harder.

JOINTVENTURE	-	2PLAYER ADVENTURE
DOUBLEVISION	-	SELECT SAME PLAYER
FREEFORALL	-	MAX POWER UP
FREEFRUIT	-	START WITH 10 BANANAS
VITAMINB	-	NO LIMIT TO BANANAS
ZAPTHEZIPPERS	-	REMOVE ZIPPERS
NOYELLOWSTUFF	-	DISABLE BANANAS
BYEYEBALLOONS	-	DISABLE WEAPONS
TIMETOLOSE	-	ULTIMATE AI
BOGUSBANANAS	-	BANANAS REDUCE SPEED
BODYARMOR	-	ALL BALLOONS ARE YELLOW
ROCKETFUEL	-	ALL BALLOONS ARE BLUE
OPPOSITESATTRACT	-	ALL BALLOONS ARE RAINBOW
TOXICOFFENDER	-	ALL BALLOONS ARE GREEN
TEENYWEENIES	-	SMALL CHARACTERS
JKUKEBOX	-	MUSIC MENU
OFFROAD	-	FOUR WHEEL DRIVE
BLABBERMOUTH	-	HORN CHEAT



GENIE CHALLENGE

At various points in the game, you'll be challenged to a race around the central area by the genie. Although these races are fairly easy, they serve to familiarise you with the landscape, and give you all-important extra balloons.

TAJ



The Plane challenge

The third and final challenge is the most difficult of the three (but it should be fairly easy). Fly around the island, following the red flags again, and take care on the last bend into the central area as you'll need to dip low to avoid the rock archway.

PLANE CHALLENGE
TO TEST YOUR
FLYING SKILLS,
YOU MUST RACE
ME AROUND THE
ISLAND!





Players
1-4



Cartridge
128M



Memory
Yep!

Publisher:
Developer:

Nintendo
Rare

Game type:
Origin:

Racing
UK

Released:
Price:

1 December
£49.99!

E



The Car challenge

- The first challenge is the easiest, and the shortest. Race around the yellow path in the central area and through the tunnel, following the red nintendo flags. No problem!



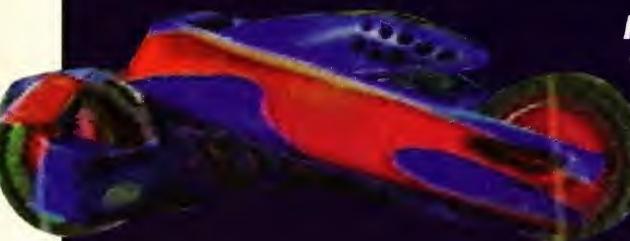
The Hover challenge

- The second challenge is a little more, er.... 'challenging'. This time the racecourse is longer, and will take you through an exit hidden by a waterfall (which is a clue to how to find one of the worlds). Shouldn't be a problem, though.



EXTREME G

We go full throttle with this guide to Acclaim's face-rippingly fast sci-fi racing game!



Raze

Colour: Cyan with rainbow stripes
Weapon: Pulse cannon

Like Raze, Rana is very fast once it gets going, but takes longer than some other bikes to reach top speed. Though not as manoeuvrable as Raze, it has a stronger shield – its pulse cannon is a bit wimpy, mind you!



Khan

Colour: Orange and yellow zebra stripes
Weapon: Excel cannon

As in 'the wrath of!'! It reaches top speed in next to no time, has powerful shields and weapons and is very handy through even the tortuous urban canyons of City 2. It's good for beginners, and pretty handy for experts as well.



Grimace

Colour: Purple
Weapon: Laser
An excellent all-rounder, Grimace's only weaknesses are its feeble weapon and the fact that it's not as nimble on its wheels as most of the competition. Apart from that, it's a worthy choice for vehicular mayhem.

Mooga

Colour: Green and yellow camo
Weapon: Pulse cannon

Okay, so Mooga may be a bit sluggish, and handle like a spherical cow. But that's not what it was built for. Mooga is basically a tank – it can shrug off attacks and barge other bikes aside with its powerful shield. Ideal for battle games!

Jolt

Colour: Turquoise
Weapon: Excel cannon

High speed, average handling, low acceleration – Jolt is only really useful if you're aiming purely for fast laps and don't plan on getting too mixed up in the barneys going on between the other riders.



Maim

Colour: Green
Weapon: Laser

No hanging about with this bike – Maim has awesome acceleration, and a pretty impressive top speed. The only problem is a weak shield, which can bring your speed crashing down if you get too often.



Appolyon

Colour: Red and blue
Weapon: Pulse cannon

Coolest-looking of the standard bikes, and ideal for speed kings with its frightening acceleration and top speed. It's not that good through the corners, so precise control is essential, and it's only average in terms of weapons and defence.



Roach

Colour: Brown
Weapon: Excel cannon

First of the hidden bikes, Roach is won by completing all 12 tracks in the Extreme Contest. It scores top marks in all areas, and the only thing better on two wheels is the second secret bike, Neon! If you can't win using Roach, there's something wrong with you!



Neon

Colour: Blue
Weapon: Laser

Even better than Roach, Neon is won by beating all 12 tracks at maximum difficulty. If you're up to the challenge, it's well worth it – not only is Neon the coolest bike you'll ever see, but it can leave all competition sucking your dust!

Cheats Always Prosper

Codes galore for Acclaim's excellent futuristic racer! To get any of them to work, in Contest mode go to the name entry screen and put in the codes. Press Start to enter them – you should hear a musical chord. To switch them off, just enter the name again.

Extreme Mode

Enter xtreme to boost the speed at which the game runs even further!

Weapons

Enter ARSENAL to get more weapons than you can humanly handle.

Billy Ocean Mode

Enter ANTIGRAV for some racin' on the ceiling!

Rolling Stones

Enter ROLLER to turn all the bikes into rolling rocks.

Fisheye Mode

Enter FISHEYE to put a distorting lens on the 'camera' for that Shining effect!

Skid Mode

Enter BANANA to make the track ultra-slippery.



Upside down mode and PlayStation mode (sharpens the picture) are just some of the 'crazy' cheats.



Players
1-4Cartridge
128MMemory
Yep!Publisher:
Developer:Acclaim
ProbeGame type:
Origin:Racing
UKReleased:
Price:November '97
£59.99

New View

Enter magnify to make everything a lot bigger.

Invisible Bikes

Enter STEALTH to make all the bikes invisible, leaving only their shadows and weapons pods.

PlayStation Mode

Enter UGLYMODE to turn your N64's graphics into a very convincing PlayStation simulator!



Wireframe Mode

Enter WIRED to play the game in wireframe mode, with no textures or walls whatsoever.

Transparent Track

Enter GHOSTLY to make all the polygons in the track transparent. The following super-codes have to be entered on the password screen, rather than the name screen.

Neon Bike

To ride this superbike, normally only accessible by winning all the races, and open up all the regular tracks, enter 61GGB5.

Ultra Password

If you want to get absolutely everything on a plate, including the two secret bikes and the hidden track, enter 81GGD5 on the password screen.

You can also get this line drawing mode, which is very similar to the one in Turok Dinosaur Hunter.



DESERT TRACKS

Desert 1

From the start, it's a straight blast into the glare of the sun until you reach a pair of ramps. Behind the first ramp is a power-up – if you make a sharp left turn after passing the ramp, you'll grab it. Strange statues line the track, but there's nothing that will affect you until you reach the yellow grid that marks the entrance to the pits. If you need to top up your energy, duck left into the pit lane, otherwise take the right fork and carry on.

The first tunnel is a good place to use a nitro – it's nice and straight, and as long as you can stay away

from the walls a lot of time can be made up. If you stay to the right you can collect an energy power-up as well.

Once you emerge from the tunnel, you reach the only really tricky part of the track, a set of sharpish zigzag turns. It's possible to flick straight through these if you've got one of the more manoeuvrable bikes, but you can usually expect to clip the edges of the track. Nothing to worry about, though!

Once through the turns, chequered markings will warn you of an approaching gap in the track.



As long as you're going at full speed, or close to it, you'll sail across with no problems. If you fall in, don't panic – you'll be put back on the far side in a few seconds.

After that, there's another short tunnel and a few reasonably tight bends before you reach the start again.



Desert 2

Right after the start is a set of red exhaust vents that will give you a free nitro boost – make the most of it and try to get ahead of the opposition! There's a jump soon after it, so put the hammer down – not that you should be doing anything else at this stage!

On the far side of the jump is a long cavern. Despite its undulating floor, it's still a good place to fire off a nitro to get ahead of the pack. Get ready for a surprise at the end, though – the road drops away to plunge you almost vertically downwards into a ravine! At the bottom is a sharp U-turn that sends you right back up the other side. If you didn't use a nitro in the canyon, this is also a good spot to make up lost ground.

A short tunnel leads into a long right-hand bend. Get ready to make a sharp left turn when you emerge, as there's a fork in the track here, and the left route is a lot faster. If you missed the turn, you'll go through a pair of metal tubes (where you can ride the bike right up onto the ceiling) before hitting another nitro vent which will propel you into another tunnel where the forked rejoins. If you take the left-hand route, you'll pass

through the skeletal ribcage of some kind of large beast and a couple of sharp corners before rejoining the other track.

At the other end of the tunnel is another fork, but this time both routes are more or less the same. Whichever way you go, you have to

leap a gap in the track, so keep accelerating!

After the tracks rejoin, there is another tunnel, this one rather narrow.

Just stay away from the walls, and a final right-hander will bring you back to the start.



Desert 3

Right after the start, there's a ramp that will flip you over a roadway, but you can avoid the ramp and go under the road if you want – there's no real advantage. The road beyond has a central divider, another ramp and another stretch of intermittent dual carriageway. After you pass under the wings of the grounded spaceships and a set of steam-spewing pipes, you'll face a choice of directions, heralded by blue road markings. The high road is the most straightforward choice, with nothing to challenge anyone. Alternatively, the low road features a jump over some polluted water before joining back up with the other road.

A stretch of twisting but fairly



unremarkable blue road follows, until you reach the track's main feature – a double corkscrew! Bikes behind you often use this stretch to fire a static pulse as there's little room to dodge, so listen out for the distinctive sound of an incoming EMP burst!

After the corkscrew is another ramp. If you avoid it, the road then continues round to a very narrow tunnel. If you don't enter it on the middle of the road, you're going to spend several seconds pinging off the walls! Jump the ramp and pull right, and you'll end up on a stretch of orange roadway which leads to the tunnel – this way is slightly shorter, but you have to negotiate a jump over a chasm en route. A couple more dead starships then span the track, which wends its way back to the beginning.

**CITY TRACKS****City 1**

A huge drop is the first thing you'll see on this track, followed by an equally huge switchback rise into a long metal tunnel. At the end of the tunnel is a stretch of road dotted by ramps; go down either side, but be careful not to hit any of the streetlights!

A pair of massive loops await you at the end of the road. Both routes are the same, so pick the one with the least traffic. A ramp at the end of the loops will pitch you back onto another dual carriageway. If possible, try to end up on the left hand lane, which gives you a slightly better angle as the road narrows to

**City 2**

A series of sharp zigzags with little room start this course, so clear the lanes ahead by blasting the opposition with everything you've got! A long tunnel curves around to the left before spitting you out in a grim concrete canyon. Huge abutments stick out into the road, marked by yellow and black stripes. Make sure you're on the left of the track for the first one, stay there for the second, then make a hard right to dodge the third. There's one more to go, so make a hard turn back left to miss the last and you're back on the open road.

The track divides soon after. The top route has an energy power-up and a weapon, and the low road has the same but in

reverse order. Take whichever one you want.

A hard left turn will take you through the centre of this track's loop – don't worry, you'll get a go on it soon enough!

Before then, the road rises sharply before pitching you abruptly into a tunnel, then back up again. Hold onto your lunch! A right turn then drops you down again into another tunnel. A couple more sharp right turns alongside some buildings



then leads onto the orange loop. Go full throttle, making constant course adjustments to avoid clipping the kerbs. Beyond the loop is a ramp over a gap, then a couple of gentle turns to the start.



one lane – with a wall blocking the closed route! No cones here...

The road then rises, with some tight turns, to another fork. The right hand route is fairly straight with a couple of power-ups to collect, while the left fork is narrower and a bit harder to get around, with only a lonely energy power-up to grab.

After that, it's just another sharp right-hand turn before you're back where you began.

Players
1-4Cartridge
128MMemory
Yep!Publisher:
Developer:Acclaim
ProbeGame type:
Origin:Racing
UKReleased:
Price:November '97
£59.99

City 3

After the start, the track narrows sharply as you weave through buildings. A short hill leads to a split in the track; the right hand route (marked with orange and yellow squares) sends you though a nitro vent for a little extra speed, while the lower route also has a nitro vent at its start, but runs the risk of sending you head-first into the giant concrete pillars holding up the top road!

The road then twists through a scrapyard before splitting again. Dropping down into the underpass is nice and straightforward, though the upper route isn't much more complex...

Beyond that is yet another fork! The left hand lane is simple enough, passing under a large building before emerging onto a corkscrew that leads to a sharp left back to the start. Go right though, and you'll rocket up a steep ramp (a



nitro is useful here) onto a length of road blocked at the far end by burnt-out buses! Just head through the gap in the middle and you'll plunge back onto the main road just before the corkscrew. The left route is definitely quicker, but if you want to live out your Mad Max fantasies, go up the ramp!



MINES AND CANYONS

Mines And Canyons 1

After passing under the outstretched bucket of a JCB, you'll hit a dual carriageway. More JCBs and a flock of bats lead into a rising chessboard roadway, which ducks into a tunnel. There's a jump over a gap and the road on the far side is very narrow, so make sure you go down the centre!

A red road with a couple of boring machines continues through the



tunnel, before a nausea-inducing series of orange dips and bumps brings you back into the open. Another short length of dual carriageway curves to the right



Mines And Canyons 2

Rusting girders span this track. A long black and yellow road curves upwards through the tunnels, tilting from side to side – a stomach-turning effect not helped by the fact that the cave roof-supports are all askew! A long white cave then drops gently back down to a short two-lane stretch, abruptly curtailed by the track being chopped to a single, sharply rising lane.



If you aim towards the centre of the track when you reach the second central divider, you shouldn't have any problems.

As you shoot up the rise, boulders bombard the track. Some pass very low, but you'd be unlucky to be scraped by any of them. It's a lot easier to run into the girders shoring the tunnel roof, so keep away from the walls. A long drop then heads back underground with some very tight corners before you reach a fork.



Mines And Canyons 3

The hardest and most annoying track in the game, by miles! Unlike the others, this has large sections where the walls have no guards, so the slightest slip will plunge you into the lava below. A few gentle curves are no preparation for the entrance into the first lava cave. Even at low speed, it's easy to miss the right-hander and fly straight off the track! You'll get a brief respite through the section with railings until you reach the blue bit, then if you go up the embankment to pass anyone on the left-hander, make



sure you're on the road before it straightens or you'll end in the lava. A loop looks like it provides some safety but the other end emerges into another lava cave! Once you reach the concrete curve at the far end you'll have a short respite. Once out of the curve, accelerate to full speed and you'll blast through a tight loop – and find yourself racing on the ceiling! You'll then crest a rise and drop back into another cave. Another banked curve – to the right now, brings you into a similar cave – be careful as only one side of the track has rails. A third banked corner heads left, then it's another length of 'keep left' semi-railed road, a left-hand embankment and another lava cave. At the end of the cave is a very narrow jump over a volcanic vent. On the far side, it's now the left edge of the road you have to avoid,

before opening onto a corkscrew, which leads to a left-hander with a jump at the end.

After that, it's just a short cruise back to the start.

Once you reach the blue and white section of track, stay on the right if you want to go up the orange ramp – this will propel you into a small side tunnel which can save you a little time, although aim left when you reach the ramp at the end to be sure of dropping back onto the main track.

Alternatively, by just staying on the road you can reduce the risk with a small time penalty. It's back into the tunnels again, so make sure you avoid the stalactite blocking the centre of the track before flooring it and emerging into the open. You only have a few seconds in the clean air before you cross the start/finish line again.



a task made harder if there's any other traffic on the road. Once through the curves, a seriously confusing set of switchbacks gives you the only glimpse of sky you'll get on this level before sending you back into the Hadean environment below. There's still two more of those hateful rail-free lava caves to pass through before the final part of the track. If you're now completely lost about which direction you're going, don't worry, it looks like the programmers were too! A shimmering warp will send you back to the start.

SPACE STATION



Space Station 1

An embankment wall curves hard left after the start – try to stay on the flat road at the base for the first power-up. A sharp incline then brings you onto a split piece of road. The left-hand side is marginally easier to traverse, as the road is all on a single level, as opposed to the jump you need to cross on the right. Taking the left-hand route also avoids a sharp turn at a wall as the route reconnects. An easy jump drops you onto another embankment, which curves left before dropping you vertically down into a Death Star-style trench, complete with meteors, and sending you back up the other side. A long and gently curving flyover leads you into a humongous orange loop, which deposits you on another split roadway. Both sides are much the same this time, though. More meteors bombard the track as you zoom up a long yellow flyover, before heading back down to Earth, or wherever, and the start.



You've got to admit, it's the fastest game on the N64!



Space Station 2

Funky purple skies mark this level, which takes you through a techno city. Twisting curves mark time until you enter a bizarre shimmering blue region, with a fork immediately beyond the entrance. Both routes cross soon after, so watch out for collisions at the junction! They emerge and join soon before leaving the zone of wibbling



blueness, where a pair of ramps occupy the centre of the track. If you're not going full speed when you hit them you'll fall into a bloody big hole, so skirt around them. The road splits again just after you enter, with corkscrewing tracks on both routes. You can't fall into the gunk below, so don't worry about getting close to the lower edge of the road. Leaving the turquoise zone, you pass under a big pipe thing, then round a long left-hander to a pair of forked loops. The roads are the same whichever route you take, so take whichever feels right. After that, you get to enter the zone of wibbling redness. Going right after entering will send you up a flyover and over some useful nitro vents, while the left-hand option has nothing of real interest. You might as well snort the nitro and get all the speed you can!

Once you're out of the red zone, it's just a straight run to the familiar chequered environs of the start.

Space Station 3

Some space station! It's full of green grass, forests and blue skies – it must be one of those really enormous science fiction ones that would cost the GNP of the entire world to build, and then nobody would be able to afford to go because we'd all be broke. Apart from Bill Gates.

Anyway, immediately after starting you'll find yourself upside down, with high-tech buildings and what looks like the castle from Space Disneyland above you. You'll quickly loop to the ground, where a small flotilla of flying saucers cheer you on. A yellow brick road leads gradually upwards past domed living quarters into a forest. If you're in traffic, this bit can be annoying as the road narrows the further along it you go. Everything seems idyllic, until you suddenly flip 180° and find yourself back in sci-fi land, with what looks like part of the set of Event Horizon pulsing away ahead of you! The track loops upwards and back on itself before re-emerging at the foot of the grassy knoll. A ramp



occupies the left side of the track – take this and you'll be lobbed onto a higher track. Dodge it, or fail to reach escape velocity at the summit, and you'll wind up in a chevron-lined tunnel before emerging in a park. If you take the higher track, you jet down a high-tech corridor before getting a boost from a nitro vent and dropping onto the lower course.

The park takes on a tropical feel, with palm trees running alongside the road as it leads into a banked turn. Just when you think everything's almost normal again, there's an unexpected plunge in and out of a hole in the road (damn builders!) before a leisurely cruise, with more flying saucers, back to the beginning.



Bonus Track

Bit of a disappointment, this. After battling through the whole game, you'd expect something a bit more spectacular as your reward!

The track runs clockwise along the shore of a small tropical island, with no really noteworthy track features. It's really just an excuse for shooting up the other riders, and to this end it has a plentiful supply of power-ups. Just race... and shoot!

How do you reach it? Well, the

hard way is to win the game on the hardest difficulty level using one of the standard bikes. The easy way is to cheat by using the password in this issue's Cheat Central!



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MORTAL KOMBAT TRILOGY

We said...

"Mortal Kombat Trilogy is genuinely unworthy of the N64, as it is just incredibly dated and lacking in the kind of gloss and attention to detail that modern gamers have come to expect. It's shovelware, plain and simple: a 'name' title released just to make up the numbers and hopefully bring in a few bucks from the die-hard fans before anyone notices how lacklustre it is. Nintendo's own Killer Instinct Gold is a far better example of the 2-D beat-'em-up, as it at least makes some use of the hardware and actually looks like it might come from a 64-bit machine. This dead horse hasn't just been flogged, it's been ground into dogfood and had its bones boiled up as glue. Yeuch!"

CHEATS

Stage Select

On the character select screen, move to Sonya and then press Up and Start simultaneously.

Play as Shao Kahn

When on either Pit 3 or the Rooftop, press and hold D+HP+LP before the round starts. There will be an explosion, then Shao Khan replaces your current character.

Play as Motaro

When on the Desert, Khan's Tower or Wasteland stages, press and hold B+HK+LK before the round starts. Motaro will replace your current character.

Unlimited Credits

On the story screen, press D, D, U, U, R, R, L, L

All Options

On the story screen, press HK, LK, Run, LP, HP, HP, HP, LP, LP. You can now access the red and blue question marks, which let you set all the game options and play as Kameleon and Smoke.

Increase Difficulty

Game not hard enough for you? Then on the character select, move to Kano and press Down and Start simultaneously. The screen will shake, and you can now choose all the endurance levels.



MK Trilogy does one thing right – gory deaths! This enhanced N64 version has more than most and here is a liberal selection of violence.



Players
1-2Cartridge
64MMemory
Yep!Publisher:
Developer:GT Interactive
MidwayGame type:
Origin:Beat-'em-up
USReleased:
Price:June '97
£59.99

Special Moves

Here is the complete list of special attacks for each character. The distances in brackets after certain moves are where you should stand for the attack to work - if no distance is named, you can slaughter your enemy from anywhere on screen!

BARAKA



Blade Spark: D, B, HP
 Blade Swipe: B+HP
 Shredder: B, B, B, LP
 Blade Spin: F, D, F, Block repeatedly
 Fatality (close): B, B, B, HP
 Fatality (close): B, F, D, F, LP
 Animality (close): Hold HP, F, B, D, F, release HP

Friendship: D, F, HK
 Babality: F, F, F, HK
 Brutality: HP, HP, HP, LP, LP, Block, HK, HK, LK, LK, Block
 Stage: LK, Run, Run, Run, Run
 Standard Combo: HP, HP, B+HP, D+HP



ERMAC

Fireball: D, B, LP
 Exploding Teleport Punch: D, B, HP
 Telekinetic Slam: B, D, B, HK
 Fatality (close): Run, Block, Run, Run, HK
 Fatality (sweep): D, U, D, D, D, Block
 Animality (one step away): B, B, F, F, LK
 Friendship: F, F, F, HP
 Babality: D, D, B, B, HP
 Brutality: HP, HP, LP, Block, HK, LK, Block, HP, LP, LK, HK
 Stage: Run, Run, Run, Run, LK
 Standard Combo: HP, HP, B+LP, HK, B+LK



CYRAX

Close Grenade: Hold LK, B, B, HK
 Far Grenade: Hold LK, F, F, HK
 Net: B, B, LK
 Teleport: F, D,
 Block Air
 Throw: D, F, Block, LP
 Fatality: D, D, U, D, HP
 Fatality (close): D, D, F, U, Run
 Animality (close): U, U, D, D
 Friendship: Run, Run, Run, U
 Babality: F, F, B,



HP
 Brutality: HP, HK, HP, HK, HK, HP, HK, HP, HK, LK, LP
 Stage: Run, Block, Run
 Standard Combo: HP, HP, HK, HP, HK, B+HK



JADE

Boomerang (high): B, F, HP
 Boomerang (middle): B, F, LP
 Boomerang (low): B, F, LK
 Boomerang (returning): B, B, F, LP
 Projectile Invincibility: B, F, HK
 Glow Kick: D, F, LK
 Fatality (close): U, U, D, F, HP
 Fatality (close): Run, Run, Run, Block, Run
 Animality (close): F, D, F, F, LK



Friendship: B, D, B, B, HK
 Babality: D, D, F, D, HK
 Brutality: HP, LK, HP, LP, HK, HK, LK, Block, Block, HP, HK
 Stage: B, F, D+Run
 Standard Combo: HP

No MK game would be complete without the obligatory pit scene. Expect to see twitching corpses on spikes at the end of this bout.

Volume Two

JAX

Missile: B, F, HP
 2 Missiles: F, F, B, B, HP
 Gotcha Grab: F, F, LP repeatedly
 Backbreaker (in air): Block
 Quad Slam: HP repeatedly
 Ground Pound: Hold LK, then release
 Dashing Punch: F, F, HK
 Fatality (close): U, D, F, U, Block
 Fatality (far): Run, Block, Run, Run, LK
 Animality (close): Hold LP, F, F, D, F, release LP
 Friendship: LK, Run, Run, LK
 Babality: D, D, D, LK
 Brutality: HP, HP, HP, Block, LP, HP, HP, HP, Block, LP, HP
 Stage: D, F, D, LP
 Standard Combo: HK, HK, D+HP, HP, Block, LP, B+HP

**KANO**

Knife Throw: D, B, HP
 Knife Uppercut: D, F, HP
 Cannonball: Hold LK then release
 Upward Cannonball: F, D, F, HK
 Grab and Shake: D, F, LP
 Air Throw: Block
 Fatality (close): Hold LP, F, D, D, F, release LP
 Fatality (sweep): LP, Block, Block, HK
 Animality (close): Hold HP, Block, Block, Block, release
 Friendship: LK, Run, Run, HK
 Babality: F, F, D, D, LK
 Brutality: HP, LP, Block, HP, Block, HK, LK, Block, HK, LK
 Stage: U, U, B, LK
 Standard Combo: HP, HP, HK, LK, B+HK

**JOHNNY CAGE**

High Fireball: F, D, B, HP
 Low Fireball: B, D, F, LP
 Green Shadow Kick: B, F, LK
 Red Shadow Kick: B, B, F, HK
 Shadow Uppercut: B, D, B, HP
 Fatality (close): D, D, F, F, LP
 Fatality (half screen): D, D, F, F, LK

Friendship: D, D, D, D, LK
 Animality (sweep): D, F, F, HK
 Babality: F, B, B, HK
 Stage: D, B, F, F, HK
 Brutality: HP, LK, HK, LP, HP, HK, HK, HP, HP, LP, HP
 Standard Combo: HP, HP, LP, D+LP



And of course there are the animalities as well.

**KABAL**

Top Spin: B, F, LK Eye
 Spark: B, B, HP
 Ground Saw: B, B, B, Run
 Fatality (sweep): D, D, B, F, Block
 Fatality (close): Run, Block, Block, Block, HK
 Animality (close): Hold HP, F, F, D, F, release HP
 Friendship (further than sweep): Run, LK, Run, Run, U
 Babality: Run, Run, LK
 Brutality: HP, Block, LK, LK, LK, HK, LP, LP, LP, HP, LP
 Stage: Block, Block, HK
 Standard Combo: LK, LK, HP, HP, D+HP

**KITANA**

Fan Lift: B, B, B, HP Fan
 Throw: F, F, HP+LP
 Square Wave Punch: D, B, HP
 Fatality (close): Run, Run, Block, Block, LK
 Fatality (close): B, D, F, F, HK
 Animality (beyond sweep): D, D, D, Run
 Friendship: D, B, F, F, LP
 Babality: F, F, D, F, HK
 Brutality: HP, HP, Block, HK, Block, LK, Block, LP, Block, HP, Block
 Stage: F, D, D, LK
 Standard Combo: HP, HP, B+LP, F+HP



Players
1-2Cartridge
64MMemory
Yep!Publisher:
Developer:GT Interactive
MidwayGame type:
Origin:Beat-'em-up
USReleased:
Price:June '97
£59.99

LIU KANG

High Fireball: F, F, HP Low
 Fireball: F, F, LP
 Flying Kick: F, F, HK
 Bicycle Kick: Hold LK then release
 Fatality: F, F, D, D, LK
 Fatality: U, D, U, U, Block+Run
 Animality (sweep): D, D, U
 Friendship: Run, Run, Run, D+Run
 Babality: D, D, D, HK
 Brutality: HP, LP, HP, Block, LK, HK, HK, LK, HK, LP, HP
 Stage: Run, Block, Block, LK
 Standard Combo: HP, HP, Block, LK, LK, HK, LK



Mortal Kombat Trilogy

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KUNG LAO

Hat Throw: B, F, LP
 Teleport: D, U
 Flying Kick (in air): D, HK
 Spin: F, D, F, Run repeatedly
 Fatality: Run, Block, Run, Block, D
 Fatality (inside sweep): F, F, B, D, HP
 Animality (close): Run, Run, Run,



Run, Block
 Friendship (outside sweep): Run, LP, R, LK
 Babality: D, F, F, HP
 Brutality: HP, LP, LK, HK, Block, HP, LP, LK, HK, Block, HP
 Stage: D, D, F, F, LK
 Standard Combo: HP, LP, HP, LP, LK, LK, B+HK



MILEENA

Sai Throw: Hold HP (3 seconds), then release
 Warp Kick: F, F, LK
 Roll: B, B, D, HK
 Fatality (far): B, B, B, F, LK
 Fatality (close): D, F, D, F, LP
 Animality (close): F, D, D, F, HK
 Friendship: D, D, B, F, HP
 Babality: D, D, F, F, HP
 Brutality: HP, LP, LP, HP.





NOOB SAIBOT

Teleport and Throw: D, U
 Two Noob Throw: F, F, HP
 Disable Blocking Fireball: D, F, LP
 Fatality (sweep): B, B, F, F, HK
 Fatality (close): D, D, U, Run
 Babality: F, F, F, LP

Friendship: F, F, B, HP
 Animality (outside sweep): B, F, B, F, HK
 Stage: F, D, F, Block
 Brutality: HP, LK, LP, Block, LK, HK, HP, LP, Block, LK, HK
 Standard Combo: LK, LK, LK, LK

MOTARO

Grab and Smack: F, F, F, HP
 Teleport: D, B, HK
 Fireball: Hold LK (3 seconds), then release
 Fatality (close): F, F, F, HK



RAYDEN

Lightning: D, F, LP
 Reverse Lightning: D, B, LP
 Teleport: D, U
 Flying Torpedo: B, B, F
 Fatality (close): Hold HP for 5 seconds, then release
 Fatality (close): Hold BlockK, U, U, U, release BlockK, HP
 Fatality (close): F, F, D, HP
 Fatality (close): Hold LK for 3 seconds, release, Block+LK



NIGHTWOLF

Arrow: D, B, LP
 Red Arrow: Arrow move repeatedly
 Hatchet Uppercut: D, F, HP
 Shadow Shoulder: F, F, LK
 Red Shadow Shoulder: B, B, F, HK
 Glow (reflects projectiles): B, B, B, HK
 Fatality (close): U, U, B, F, Block
 Fatality (outside sweep): B, B, D, HP
 Animality (close): F, F, D, D (wolf)
 Friendship: (outside close): Run, Run, Run, D
 Babality: F, B, F, B, LP
 Brutality: HP, HP, HK, HK, Block, Block, LP, HP, HK
 Stage: R, R, Block



Standard Combo: LK, HP, HP, LP, Hatchet, Hatchet



RAIN

Lightning: B, B, HP
 Levitation Ball: D, F, HP
 Super Roundhouse: B+HK
 Fatality (close): F, F, D+HP
 Fatality (just outside sweep) D, D, B, F, HK
 Friendship D, F, F, F, LP



Animality (close): Block, Block, Run, Run, Block
 Babality: F, B, B, HP
 Stage: F, D, F, LP
 Brutality: HP, HP, Block, LK, HK, Block, LK, HK, Block, HP, LP
 Standard Combo: HP, HP, LP, HP



Players
1-2Cartridge
64MMemory
Yep!Publisher:
Developer:GT Interactive
MidwayGame type:
Origin:Beat-'em-up
USReleased:
Price:June '97
£59.99

Friendship: D, B, F, HK
 Babality: D, D, U, HK
 Animality (far): D, F, D, HK
 Stage: D, D, D, HP
 Brutality: HP, HP, LK, LK, LK, HK,
 LP, LP, LP, Block, Block
 Standard Combo: HP, HP, LP,
 D+LP, Jump, Flying Torpedo



REPTILE

Acid Spit: F, F, HP
 Slow Force Ball: B, B, HP+LP
 Fast Force Ball: F, F, HP+LP
 Slide: B+LP+Block+LK
 Invisibility: U, D, HK
 Run Past and Elbow: B, F, LK
 Fatality (jump distance): B, F, D,
 Block
 Fatality (sweep): F, F, U, U, HK
 Animality (close): D, D, D, U,



HK
 Friendship (close): D, F, F, B, HK
 Babality: F, F, B, D, LK
 Brutality: HP, Block, HK, HK,
 Block, HP, LP, LK, LK, Block, LP,
 HP
 Stage: Block, R, Block, Block
 Standard Combo: HP, HP, HK,
 B+HK

It's essential to learn
 the plethora of special moves in
 this game or you will never get
 off first base.



SCORPION

Spear: B, B, LP
 Teleport: D, B, HP
 Forward Teleport: D, F, HP
 Air Throw (must be in
 air): Block
 Fatality (just outside
 sweep): F, F, F, B, LP
 Fatality (jump distance):
 D, D, U, HK
 Fatality (close): F, F, D, U,
 Run
 Animality (close): F, U, U,
 HK
 Friendship (close): B, F,
 F, B, LK
 Babality: D, B, B, F, HP
 Brutality: HP, HP, Block,
 HK, HK, LK, HK, HP, HP,
 HK



SEKTOR

Teleport+Uppercut: F, F, LK
 Straight Missile: F, F, LP
 Double Missile: B, B, F, LP
 Heat Seeking Missile: F, D, B,
 HP
 Fatality (sweep): LP, Run, Run,
 Block
 Fatality (over half screen): F, F,
 F, B, Block
 Animality (close): F, F, D, U
 Friendship (half screen): Run,
 Run, Run, Run, D
 Babality: B, D, D, D, HK
 Brutality: HP, HP, BlockK,
 BlockK, HK, HK, LK, LK, LP, LP,
 HP
 Stage: Run, Run, Run, D
 Standard Combo: HP, HP, HK,
 HK, B+HK





SHANG TSUNG

1 Fireball: B, B, HP
2 Fireballs: B, B, F, HP
3 Fireballs: B, B, F, F, HP
Volcanic Eruption: F, B, B, LK



SHAO KAHN

Hammer: F, B, B, HP
Fireball: F, D, F, LK
Charge: F, F, HP
Upward Charge: D, D, F, HK
Taunt: Hold Block, U, U, Run
Laugh: D, D, Run
Fatality (sweep): F, F, B, HP



SHEEVA

Teleport Stomp: D, U
Ground Shake: B, D, B, HK
Fireball: D, F, HP
Fatality (close): F, D, D, F, LP
Fatality (close): Hold HK, B, F, F, release HK
Animality (close): Run, Block, Block, Block
Friendship: Hold HP, F, F, D, F, release HP, HP
Babality: D, D, D, B, HK
Brutality: HP, LP, Block, LK, HK, Block, HK, LK, Block, LP, HP
Stage: D, F, D, F, LP
Standard Combo: HP, HP, LP, HK, HK, LK, B+HK



SMOKE (HUMAN)

Smoke (human)
Spear: B, B, LP
Teleport Punch: D, B, HP
Throw (in air): Block
Fatality (sweep): Run, Block, Run, Run, HK
Fatality (outside sweep): F, F, B, Run
Animality (far): F, F, F, B, HK
Friendship: D, F, F, F, Run
Babality: D, B, B, F, Run
Brutality: HP, LK, LK, HK, Block, Block, LP, LP, HP, HP, Block
Stage: F, U, U, LP
Standard Combo: HK, HK, LK, B+LK, B+HK



Players
1-2Cartridge
64MMemory
Yep!Publisher:
Developer:GT Interactive
MidwayGame type:
Origin:Beat-'em-up
USReleased:
Price:June '97
£59.99

SIN'DEL

Fireball: F, F, LP
 Double Fireball: B, B, F, LP
 Air Firebal: D, F, LK
 Fly: B, B, F, HK (Block to land)
 Scream: F, F, F, HP
 Fatality (sweep): Run, Run, Block, Run, Block
 Fatality (close): Run, Block, Block, Run + Block
 Animality (anywhere): F, F, U, HP (wasp)
 Friendship: Run, Run, Run, Run, Run, U



"And for my next trick I will turn my head into a cotton bud!"

Babality: Run, Run, Run, U
 Brutality: HP, Block, LK, Block, LK, HK, Block, HK, LK, Block, LP
 Stage: D, D, D, LP
 Standard Combo: HK, HP, HP, LP, HK



SMOKE (CYBER)

Harpoon: B, B, LP
 Teleport + Uppercut: F, F, LK
 Invisible: U, U, Run
 Air Throw (in air): Block
 Fatality (across screen): U, U, F, D
 Fatality (sweep): Hold
 Run + Block, D, D, F, U, release
 Animality (outside sweep): D, F, F, Block
 Friendship (across screen): Run, Run, Run, HK
 Babality: D, D, B, B, HK
 Brutality: HP, LK, LK, HK, Block, Block, LP, LP, HP, HP, Block, Block
 Stage: F, F, D, LK
 Standard Combo: HP, HP, LK, HK, LP



SONYA

Energy Rings: D, F, LP
 Leg Grab: D+LP+Block
 Square Wave Punch: F, B, HP
 Bicycle Kick: B, B, D, HK
 Fatality (over half screen): Hold
 Block+Run, U, U, B, D, release



Fatality: B, F, D, D, Run
 Animality (close): Hold LP, B, F, D, F, release
 Friendship: B, F, B, D, Run
 Babality: D, D, F, LK
 Brutality: HP, LK, Block, HP, LK, Block, HK, LK
 Stage: F, F, D, HP
 Standard Combo: HK, HK, HP, HP, LP, B+HP





STRYKER

Double High Grenade: B, D, F, HP
 Double Low Grenade: B, D, F, LP
 Shoot Gun: B, F, HP
 High Grenade: D, B, HP
 Low Grenade: D, B, LP
 Baton Trip: F, B, LP
 Baton Throw: F, F, HK
 Fatality (close): D, F, D, F, Block
 Fatality (just under full screen): F, F, F, LK
 Animality (sweep): Run, Run, Run, Block
 Friendship: LP, Run, Run, LP
 Babality: D, F, F, B, HP
 Brutality: HP, LP, HK, LK, HP, LP

LK, HK, HP, LK, LK
 Stage: F, U, U, HK
 Standard Combo: LK, HP, HP, LP



MORPHS

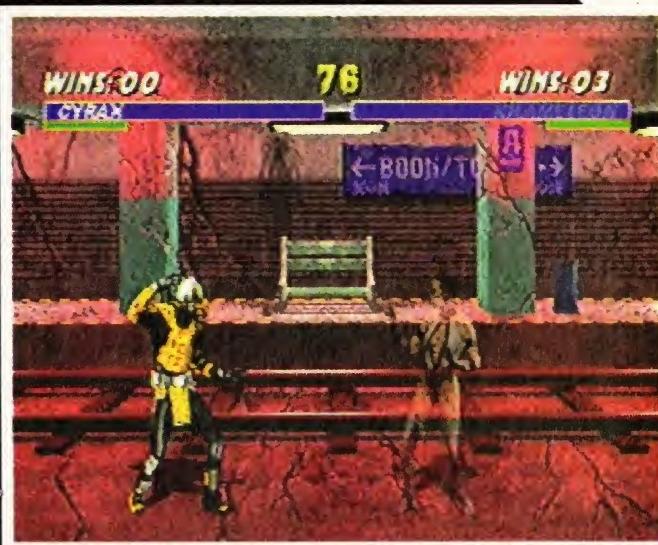
Cyrax: Block, Block, Block
 Ermac: D, D, U
 Jade: F, F, D, D+Block
 Jax: F, F, D, LP
 Johnny Cage: F, D, F, HP
 Kabal: LP, Block, HK
 Kano: B, F, Block
 Kitana: F, D, F, Run
 Kung Lao: Run, Run, Block, Run
 Liu Kang: F, D, B, U, F
 Mileena: Run, Block, HK
 Nightwolf: U, U, U
 Noob Saibot: F, D, D, B, HK
 Rain: Run, Block, LK
 Rayden: Block, Run, Block
 Reptile: Run, Block, Block, HK
 Scorpion: D, D, F, LP
 Sektor: D, F, B, Run

Sheeva: F, D, F, LK, LK
 Sindel: B, D, B, LK
 Smoke (human): Block, Run, LK
 Smoke (cyber): B, B, D, LK
 Sonya: D+Run+LP+Block
 Stryker: F, F, F, HK
 Sub-Zero: Block, Block, Run, R



SUB-ZERO

Freeze: D, F, LP
 Ground Freeze: D, B, LK
 Ice Shower: D, F, HP
 Ice Shower (front): D, F, B, HP
 Ice Shower (behind): D, B, F, HP
 Ice Statue: D, B, LP
 Slide: B+LP+Block+LK
 Fatality (close): D, F, F, F, HP
 Fatality (close): D, D, D, F, HP
 Animality (close): B, B, F, D, HP
 Friendship (close): D, B, B, F, LK
 Babality: D, B, B, HK
 Brutality: HP, LK, HK, LP, HP, HK, HK, HP, HP, LP
 Stage: F, D, F, F, HP
 Standard Combo: HP, HP, LK, B+HK, F+LK



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Killer Instinct Gold

KILLER INSTINCT



One of the first beat-'em-ups to emerge on the N64, *Killer Instinct Gold* showed how a true coin-op could be converted directly to a home machine. This game was also one of the first games to be announced for the N64, but since its launch just after the machine, it has faced stiff competition from *Mortal Kombat Trilogy*. For those of you with the game, here's every move.

CHEATS

Access All Options

When the character profiles appear in the attract mode, press Z, B, A, L, A, Z. The announcer will say "Perfect!", and you will now be able to choose all the game's many options.

U+QK - Tusk
D+FP - TJ Combo
D+MP - Gargos
D+QP - Jago
D+MK - Spinal
D+QK - Kim Wu

Select All Colours

Normally, the White, Gold and Shadow versions of each character can only be obtained by beating the practice mode on each difficulty level. If you can't be bothered to do this, wait for the character profiles to appear as before, then press Z, B, A, Z, A, L. The announcer will say "Welcome!"

Sky Stage

Again, this option is only available in two-player mode. Both players must press D+MK when they select a character.

Moves Key

F - Forward
B - Back
U - Up
D - Down
DF - Down and Forward
DB - Down and Back
UF - Up and Forward
UB - Up and Back

Play As Gargos

Wait for the character profiles to appear again, then press Z, A, R, Z, A, B. Gargos will laugh insanely, and you can now choose him on the character select screen.

QP - Quick Punch

MP - Medium Punch
FP - Fierce Punch
QK - Quick Kick
MK - Medium Kick
FK - Fierce Kick
P - any Punch
K - any Kick
+ - both moves together

Choose Level And Music

In the two-player mode, you can select the combat stage and the accompanying music. The first player to select a character while using the relevant code chooses the stage, while the second chooses the music.

U+FP - Glacius
U+MP - Maya
U+QP - Sabrewulf
U+FK - Orchid
U+MK - Fulgore

Auto-Doubles

QP: FK or FP
MP: QP or QK
FP: MP or MK
QK: FP or FK
MK: QK or QP
FK: MK or MP

Players
1-2Cartridge
64MMemory
Yep!Publisher:
Developer:Nintendo
RareGame type:
Origin:Beat-'em-up
UKReleased:
Price:4 July
£49.99

KI GOLD

We said...

"Killer Instinct's main gameplay feature was that it took the trend for 'combos' – stringing moves together for maximum damage – to ludicrous new extremes, experienced players practically being able to juggle opponents around the arena before they could get in a punch. This, along with the insane pace of the game, means it plays like a Jackie Chan movie on speed, and that side of things is perfectly reproduced on the N64 with KI Gold. Unlike the sluggish War Gods, there's never a feeling that you're waiting for your character to grind his or her way through some laborious animation – every punch is thrown right when you demand it. The problems with KI Gold stem not from the N64 game itself, but the limitations of the original. It doesn't have the bone-crunching feel of impact in something like the Street Fighter series, still the benchmark for 2-D beat-'em-ups, and the high quality of the 3-D backgrounds only makes you miss the freedom of movement available in the Virtua Fighters/Tekkens/Toshindens of this world all the more. KI Gold is, in essence, a very accurate conversion of a not-bad arcade game. While it may fall short of what's available on other consoles, it is still the best fighter on the N64, and likely to remain so for quite a while."



GARGOS

Special Moves

- Flame: D, DF, F, QP
- Fly: U, FP
- Air Fireball: D, DF, F
- Shoulder Dash: DF, D, DB, MK or FK
- Jumping Overhead Slam: DB, D, DF, K
- Air Jumping Overhead Slam: DB, D, DF, K
- Laugh: DF, D, DB, FP
- Uppercut: F, D, DF, FP
- Air Juggle: D, DF, F, P
- Parry Move: B+QP
- Throw: F+FP
- Throw Reversal: B+FP
- Pressure Move: F, FK
- Combo Breaker: D, DF, F, P or K
- Recovery Move: D, DF, F, P

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FULGORE

Special Moves

- Cyber Dash: DB, D, DF, MK or FK
- Eye Laser: DF, D, DB, MP or FP
- Laser Storm: D, DF, F, P
- Fake Laser Storm: D, DB, B, QP
- Plasma Slice: F, D, DF, P
- Electro Reflect: D, DB, B, Hold QK
- Air Juggle: F, D, DF, P
- Parry Move: B+QP
- Pressure Move: B+FP
- Combo Breaker: F, D, DF, P or K
- Ultra Breaker: D, DB, B, DB, D, DF, F, FP
- Recovery Move: F, D, DF, P

Super Moves

- Super Plasma Slice: D, DB, B, DB, D, DF, F, FP
- Inviso: D, DB, B, FK (repeat to uncloak)
- Lock-On: B, DB, D, DF, F, QK
- Triple Laser Storm: D, DB, D, DF,



F, QP

Air Eye Laser: DF, D, DB, FP
PlasmaPort: B, D, DB, P or K

Super Linkers

- Electro Reflect: DF, D, DB, F, QK
- Super Cyber Dash: DB, D, DF, B, FK

Finishers

- Mini Ultra: F, D, DF, QP
- Ultra Combo: F, D, DF, QK
- Ultimate Heavy Artillery: F, B, DB, D, DF, F, MK
- No Mercy Laser: B, DB, D, DF, F, B, MP



Killer Instinct Gold Solution

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number

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GLACIUS

Special Moves

Cold Shoulder: D, DF, F, MP
 Icy Grip: D, DF, F, QP
 Liquidize: D, DF, F, MK or FK
 Energy Gain: D, DF, F hold, QK
 Ice Lance: D, DB, F, FP
 Arctic Blast: D, DB, B, P
 Air Juggle: D, DF, F, K
 Throw: F, FP
 Reversal: B, FP
 Parry Move: B, QP
 Pressure Move: F, FK
 Combo



Breaker: D, DF, F, P or K
 Ultra Breaker: B, DB, D, DF, F, B, QP
 Recovery Move: D, DF, F, MK or FK

Super Moves

Arctic Slam: B, DB, D, DF, F, B, QP
 Super Arctic Breath: F, DF, D, DB, B, F, FP
 Reverse Uppercut: F, DF, D, DB, B, FK

Super Linkers

Super Uppercut: DB, D, DF, B, FK
 Super Cold Shoulder: DB, D, DF, B, MP

Finishers

Mini Ultra: D, DB, B, QK
 Ultra Combo: D, DF, F, QK
 Ultimate Ice Spear: F, DF, D, DB, B, F, MK
 No Mercy
 Killer Breath: D, DB, B, QK

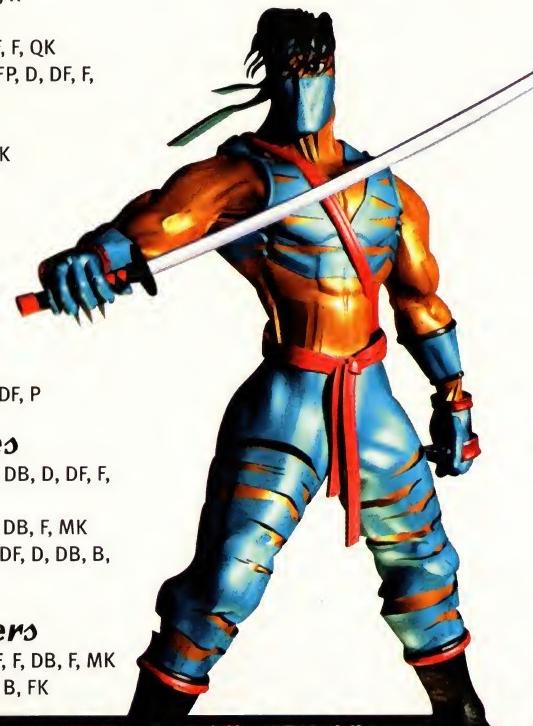
JAGO

Special Moves

Laser Blade: DF, D, DB, FP
 Windkick: DF, D, DB, K
 Ninja Slide: DB, D, DF, K
 Endouken: D, DF, F, P
 Fake Endouken: D, DF, F, QK
 Red Endouken: Hold FP, D, DF, F, release FP
 Tiger Fury: F, D, DF, P
 Air Juggle: DF, D, DB, K
 Throw: F+FP
 Reversal: B+, FP
 Counter Move: B+QP
 Pressure Move: F+FK
 Combo Breaker: F, D, DF, P or K
 Ultra Breaker: D, DB, B, DB, D, DF, F, FP
 Recovery Move: F, D, DF, P

Finishers

Mini Ultra: DB, D, DF, QK
 Ultra Combo: DF, D, DB, QK
 Ultimate Laser Sword Stab: F, D, DF, FK
 No Mercy Fireball Scorch: F, DF, D, DB, B, F, MP



Super Moves

Tiger Trash: D, DB, B, DB, D, DF, F, FP
 Shadow Move: DF, D, DB, F, MK
 Super Endouken: F, DF, D, DB, B, QP

Super Linkers

Multihit WindKick: DF, F, DB, F, MK
 Slide Kick: DB, D, DF, B, FK



KIM WU

Special Moves

Tornado Kick: DF, D, DB, K
 Firecracker: DF, D, DB, MP or FP
 Split Kick: DB, D, DF, FK
 Fake Split Kick: DB, D, DF, MK
 Fireflower: D, DF, F, QP
 Air Fire: D, DF, F, P
 Diagonal Air Fireball: D, DB, B, P
 Air Juggle: D, DF, F, P
 Roll: F, F
 Throw: F+FP
 Reversal: B+FP
 Parry Move: B+QP
 Pressure Move: F+FK
 Combo Breaker: F, DF, F, P or K



Players
1-2Cartridge
64MMemory
Yep!Publisher:
Developer:Nintendo
RareGame type:
Origin:Beat-'em-up
UKReleased:
Price:4 July
£49.99

MAYA

Special Moves

Mantis: B, F, FP
 Savage Blades: B, F, MP
 Flip Kick: B, F, MK
 Air Mantis: F, B, FP
 Jungle Leap: B, F, FK
 Savage Leap: B, F, QK
 Air Jungle Leap: F, B, QK
 Cobra Bite: B, F, QP
 Air Juggle: F, B, K
 Throw: F+FP
 Reversal: B+FP
 Counter Move: B+, QP
 Pressure Move: F+FK
 Combo Breaker: B, F, P or K
 Ultra Breaker: F, DF, D, DB, B, B, F, FK
 Recovery Move: B, F, QP



Super Moves

Super Jungle Leap: F, DF, D, DB, B, F, FK
 Shadow Move: F, DF, D, DB, B, F, FP

Super Linkers

Super Flip Kicks: F, DF, D, DB, B, F, MK
 Super Savage Blades: F, DF, D, DB, B, F, MP

Finishers

Mini Ultra: F, B, FP
 Ultra Combo: F, B, FK
 Ultimate Elephant: F, DF, D, DB, B, F, QK
 No Mercy Shriner: B, DB, D, DF, F, B, QP



ORCHID

Special Moves

Flik Flak: DF, D, DB, K
 Ichi: DF, D, DB, MP
 Tiger Slide: DB, D, DF, K
 Tonfa Fire: D, DF, F, P
 Fake Tonfa Fire: D, DF, F, QK
 San: DF, D, DB, FP
 Airbuster: F, D, DF, K
 Air Juggle: DF, D, DB, K
 Throw: F+FP
 Reversal: B+FP
 Counter Move: B+QP
 Pressure Move: F+FK
 Combo Breaker: F, D, DF, P or K
 Ultra Breaker: D, DB, B, DB, D, DF, F, FK
 Recovery Move: F, DF, F, K

Finishers

Mini Ultra: DB, D, DF, FP
 Ultra Combo: DF, D, DB, QP
 Ultimate Fire Cat: F, DF, D, DB, B, F, FP
 No Mercy Scorcher: B, D, DB, MK



Super Moves

Gyro Kyaku: D, DB, B, DB, D, DF, F, FK
 Tiger: DF, D, DB, F, MK

Super Linkers

Super Ichi: DB, D, DF, B, FP
 Tiger: DF, D, DB, F, MK



Super Linkers

Super Firecracker: DF, D, DB, F, FP
 Multihit Kick: DF, D, DB, F, FK

Finishers

Mini Ultra: DF, D, DB, QK
 Ultra Combo: DB, D, DF, QK
 Ultimate Star: B, DB, D, DF, F, B, QK
 No Mercy Chest Stomp: B, F, B, DB, D, DF, F, MK

Ultra Breaker: D, DB, B, DB, D, DF, F, FP
 Recovery Move: D, F, DF, P

Super Moves

Snap Dragon: D, DB, B, DB, D, DF, F, FP
 Super Air Fire: D, DF, F, B, MP
 Shadow Move: DF, D, DB, F, FK



SPINAL

Special Moves

Skele Skewer: D, DF, F, MP
 Flame Blade: D, DF, F, FP
 Skull Scrape: D+FK
 Skull Spear: D+FK
 Soul Drain: D, DF, F, QP
 Skull Dash: F, F
 Skeleport: D, DB, B, K
 Power Devour: B+QP
 1 Skull Replenisher: D, DB, B, MP
 All Skull Replenisher: D, DB, B, FP
 Searing Skull: D, DF, F, K
 Air Juggle: D+, FK
 Throw: F+FK
 Reversal: B+FK
 Parry Move: B+QP
 Pressure Move: F+FP
 Combo Breaker: D, DB, B, P or K
 Ultra Breaker: D, DB, B, DB, D, DF, F, FK
 Recovery Move: D, K

Super Moves

Super Grim Reaper: D, DB, B, DB, D, DF, F, FP
 Super Searing Skull: D, DB, B, DB, D, DF, F, FK
 Super Stun Skull: D, DB, B, DB, D, DF, F, MK

Super Linkers

Super Skull Scrape: D, DF, F, B, FK
 Super Flame Blade: D, DF, F, B, MP

Finishers

Mini Ultra: D, DF, F, FP
 Ultra Combo: D, DB, B, FP
 Ultimate Sword Play: D, D, QK
 No Mercy Skull Drop: D, DF, F, D, DF, F, QP



SABREWULF

Special Moves

Sabre Wheel: B, F, MP
 Double Sabre Wheel: F, F, B, MP
 Sabre Spin: B, F, MK
 Reverse Sabre Spin: F, B, MK
 Sabre Pounce: B, F, FP
 Sabre Flip: B, F, FK
 Sabre Howl: B, F, QP
 Fake Howl: B, F, QK
 Sabre Hop: F, F or B, B
 Air Juggle: F, B, P
 Parry Move: B+QP
 Pressure Move: F+FK
 Combo Breaker: B, F, P or K
 Ultra Breaker: F, DF, D, DB, B, F, FK
 Recovery Move: B, F, FK



Oh we're really scared. You look stupid with your tongue hanging out!

Super Moves

Super Sabre Flip: F, DF, D, DB, B, F, FK
 Sabre Fireball: F, DF, D, DB, B, F, FP
 Air Ground Spark: F, DF, D, DB, B, FP

Super

Linkers

Super Sabre Wheel: F, DF, D, DB, B, F, MP
 Super Sabre Spin: F, DF, D, DB, B, F, MK



Players
1-2Cartridge
64MMemory
Yep!Publisher:
Developer:Nintendo
RareGame type:
Origin:Beat-'em-up
UKReleased:
Price:4 July
£49.99

TJ COMBO

Special Moves

TJ Tremor: B, F, MK
 Roller Coaster: B, F, MP
 Spinfist: B, F, QP
 Skull Crusher: B, F, FK
 Air Tremor: B, DB, D, DF, F, MK
 Reverse Spinfist: F, B, QP
 Behind the Back: B, F, QK
 Cyclone Punch: Hold FP, release FP, FP
 PowerLine: B, F, FP
 Stop PowerLine: B, FP
 Fake Dizzy: F, DF, D, DB, B, QK
 Air Double: F, B, K
 Throw: F+MP
 Reversal: B+MP
 Parry Move: B+QP
 Pressure Move: F+FK
 Combo Breaker: B, F, P or K
 Ultra Breaker: F, DF, D, DB, B, FP
 Recovery Move: B, F, K

B, F, MP

Super SpinFist: F, DF, D, DB, B, F, QP

Finishers

Mini Ultra: B, F, FP
 Ultra: F, B, FP
 Ultimate To the Moon: Hold QP, Release QP
 No Mercy: Hold F then DF, D, DB, B, FK



Super Moves

Shadow Move: F, DF, D, DB, B, F, MP
 Dash Frenzy: F, DF, D, DB, B, F, FP
 Super Tremor: F, DF, D, DB, B, MK

Super Linkers

Super Roller Coaster: F, DF, D, DB,



TUSK

Special Moves

Web of Death: DF, D, DB, FP
 Boot Kick: DF, D, DB, K
 Skull Splitter: DB, D, DF, FK
 Back Stab: F, DF, F, DB, B, QP
 The Conqueror: F, D, DF, P
 Fake Skull Splitter: D, DF, F, QK
 Air Juggle: DF, D, DB, K
 Throw: F+FK
 Reversal: B+FK
 Counter Move: B+QP
 Pressure Move: F+FP
 Combo Breaker: F, D, DF, P or K
 Ultra Breaker: D, DB, B, DB, D, DF, F, FP
 Recovery Move: F, D, DF, P

Super Moves

The Destroyer: D, DB, B, DB, D, DF, F, FP
 Pillar of Flames: DB, D, DF, B, K
 Shadow Move: DB, D, DF, B, FK

Super Linkers

Super Boot Kick: DF, D, DB, F, FK
 Super Web of Death: D, DF, F, B, FP

Finishers

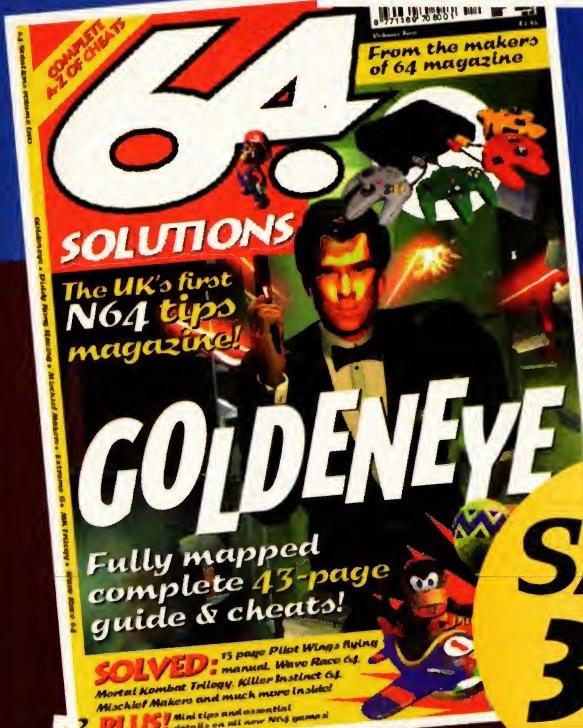
Mini Ultra: B, D, DB, DF, F, MP
 Ultra Combo: F, DF, D, DB, B, MP
 Ultimate Dinosaur Attack: F, D, DF, MK
 No Mercy Meteor Shower: D, DF, F, D, DF, F, MP



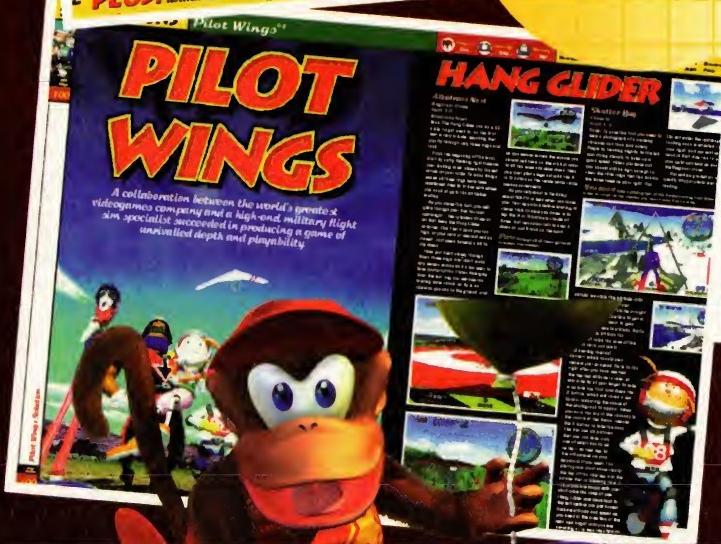
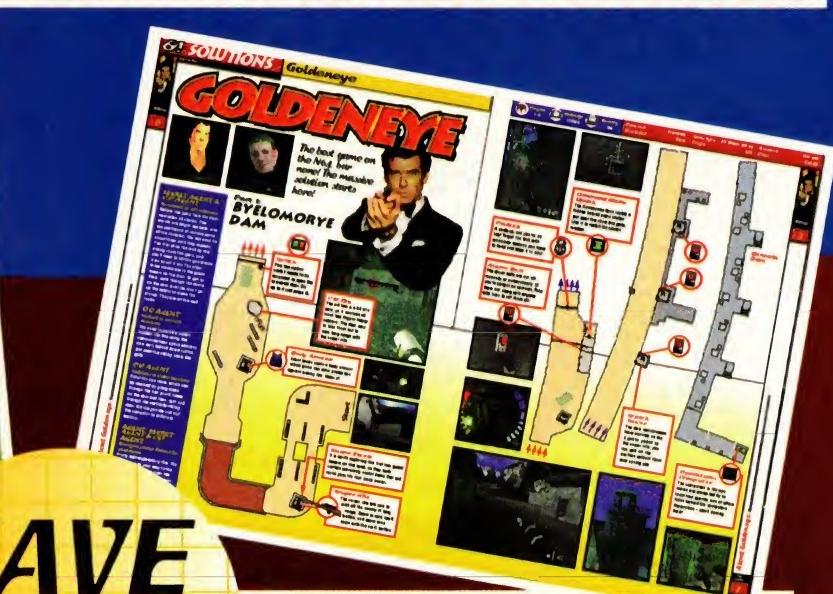


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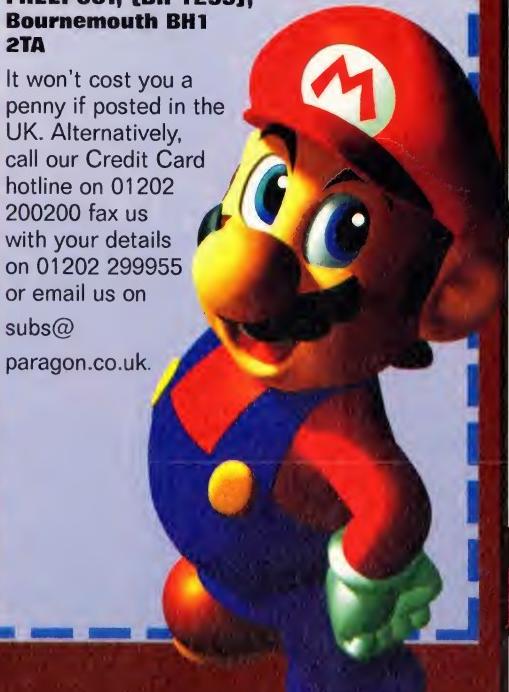
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PILOT WINGS

A collaboration between the world's greatest videogames company and a high-end, military flight sim specialist succeeded in producing a game of unrivalled depth and playability.



HANG GLIDER

Albatross Nest

Beginner Class

Test: 1/1

Albatross Nest

Task: The Hang Glider can be a bit tricky to get used to, so the first test is very simple, requiring that you fly through only three rings and land.

From the beginning of the level, start by softly banking right towards your landing zone: shown by the red arrow on your radar. To make things easier all three rings have been positioned directly in line with where you need to go in the air before landing.

As you make this turn, you will glide through your first thermal updraught – the cylinders of warm air that keep the Hang Glider airborne. Don't let it push you too high, or your path of descent will be ruined. Just press forward a bit to dip down.

Now just head slowly through those three rings, and don't make any severe moves as it's too easy to lose control of the Glider. Emerging from the last ring you will see the landing zone ahead, so fly in as close as you can to the ground, and



as you swoop across the square you should pull back on the stick in order to lift the nose and slow down, then pop your pilot's legs out with the A or B button as the inside white circle passes underneath.

As you only want to be doing about 50KPH or less when you make your final approach before landing, a clever trick to slow you down is to tap the A or B button a couple of times, but remember not to hold it down or you'll land on the spot.

Pass through all of these gates to complete the mission.



Shutter Bug

Class A

Test: 1/2

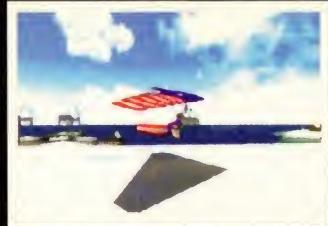
Task: To pass this test you need to take a photograph of a smoking chimney and then land safely. Begin by banking slightly to the left and diving steeply to build up a good speed. When you level out you should still be high enough to clear the little ridge that lies behind the three trees on your right. You

You must take a photograph of the flames coming from these towers. In order to complete the mission you must frame it accurately.



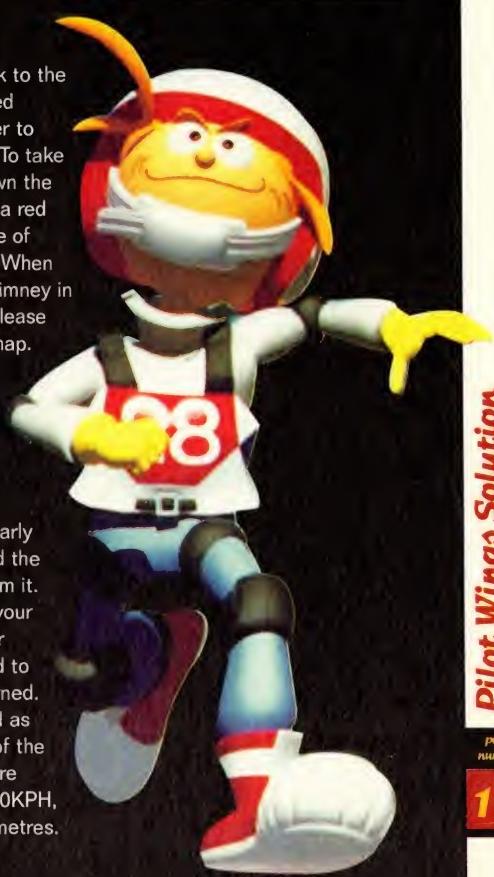
should maintain this altitude until you reach the next thermal updraught which should be straight ahead. To be in a position to get a good picture you want to gain about 100 meters in altitude. So to get maximum lift from the updraught raise the nose of the aircraft once you are in the swirling thermal current, which should also reduce your airspeed. Bank to the right after you have reached the desired altitude in order to aim directly at your target. To take a picture you first hold down the Z button, which will cause a red border indicating the shape of the photograph to appear. When you have the top of the chimney in the centre of the frame, release the Z button to take the snap.

The film has six pictures that you can take, only one of which has to be perfect, so feel free to fire off several on your approach if you wish. The photograph must show clearly the top of the chimney and the smoke that is billowing from it. Once you are happy with your shot raise the nose of your Hang Glider and bank hard to the left before you get burned. Reduce altitude and speed as you head in the direction of the next updraught until you are travelling at or less than 50KPH, with an altitude of 30-40 metres.



Do not enter the updraught. The landing zone is situated on a hill to your right, and you will need to bank in that direction to place it in your path and land as described for the Beginner class.

You will be graded on both the quality of your photo and on your landing.



**Chicken Dive****Class A****Test: 2/2**

Task: Fly down a small valley on the side of a mountain, through the various rings, before swooping up and landing.

When the level starts you will jump automatically from the top of a mountain. It is vital that you push forward immediately or you will miss at least the first couple of rings. You will be deep in a channel in the side of an ice covered mountain, so keeping the Hang Glider's delicate wings away from the edges is priority number one.

When you see the floor of the valley level out horizontally a bit, start to ease off the joystick a little to glide through the centre of the next rings. When it gets to the bottom you will be flying directly at the base of another mountain. Don't chicken out.



Bank shallow left as you go through the last ring and then press the stick as far left as it will go, also pulling it back so you point at the sky.

Compensate by pressing right after this stomach-churning move and check the radar for the exact position of the landing platform.

You will not be able to see it on screen until you're right above it, because you should be so close to the snowy rock. It's tricky, but the low altitude increases the chances of a very low impact landing – the pilot is basically walking onto the red dot!

**Velocity Square****Class B****Test: 1/3**

Task: The aim of this test is to use the various thermal updraughts to reach an altitude of 400 metres and to then land safely.

Initially you will need to bank to the left a little so that you are heading for the first thermal updraught and, in order to increase your speed, you will have to make the glider dive by pointing the nose down. Level off once you are travelling at around 75-80 kph and when you reach the updraught use some of the speed you have gained to increase your altitude. You should be able to achieve at least 150 metres before you exit. To reach the second thermal you will need to bank to your right and, after exiting this one, your altitude should be at 275 metres. The third thermal should bring you up to an altitude of 350 metres and, when



When landing you must be coming in as slow as possible and horizontally.

you reach the fourth thermal, you should exchange almost all of your airspeed for altitude to reach your goal of 400 metres. To exit the updraught once you have reached 400 metres bank sharply to your left while pulling back. Before

landing you will need to circle a little in order to lose speed and altitude. The altitude of the landing zone itself is 309 metres so you should begin your descent at around 320 metres once your speed has fallen below 50 kph.

**Shutter Bug 2****Class B****Test: 2/3**

Task: To pass this test you will need to take two photographs before landing and again you will be graded on the quality of the pictures and on how you execute your landing.

If you turn slowly to the right initially you can make a sweep of the island and then aim for the red and white boat nearby as this is roughly the same area the whale will appear in. As you approach you should begin to bank left and press Z so that you are ready to take a picture.



When you are close enough to the whale, take your shots.

Remember you only have six shots so you should take up to three of the whale. Taking a hard left should point you towards the thermal updraft to the right of the landing zone, and you should use it to reach an altitude of 150 metres before you turn hard left for the centre of the



island. Once you are almost parallel with the hotel on your right turn hard to the right and get ready (i.e. press Z). You will have to dive towards the fountain to get your shot and then pull up sharply, turning either left or right to avoid hitting the hotel. Fly towards the island in the bay and when your altitude reaches 50 metres turn and head straight for the landing zone which is in front of the hotel, and land to complete the test.



Players
OneCartridge
64MMemory
Yep!Publisher:
Developer:Nintendo
In-houseGame type:
Origin:Flight Sim
JapanReleased:
Price:1 March
£49.99

Deagull Wing

Class B

Test: 3/3

Task: The last Hang Glider test before you reach Pilot Class is to set foot on the landing zone at the very second the timer reaches three minutes.

Yes, it's a tough one to get perfect alright, but there isn't actually that much to remember in order to make that precisely timed touch down. Firstly, you are high enough when you begin the test to reach the target destination, so don't fool around with the thermals which are dotted around, they'll just mess up your timing.

Fly directly to the landing point as soon as you begin, because you

can always waste time once you're there by circling if you arrive early. Head for the target from out at sea, and begin the classic approach at approximately 2.30 on the clock. If you keep your speed to 55KPH, 55 meters from sea level, and you don't have any problems, you should land right on time. You still get points if you're not dead on target, but it's worth replaying until you do it.



Rising Creek

Pilot Class

Test: 2/3

Task: Fly through the rings, using the thermal updrafts to gain the necessary height.

For the second last test in Pilot Class, this is actually fairly simple. There is a series of rings floating high above the fields, and to get to them you've got to make the best

common sense.

Immediately upon starting the test, on your radar you will spot three rings close together nearby. Guide the Hang Glider through these and take the vertical ride in the thermal that is visible as you exit the third ring, and then proceed through the next set of two rings close to you.

There is now only one thermal



use of the thermal currents and your time. There is no great secret of success on this one unfortunately, it's mostly just



nearby that you haven't used, so head into it gently and be carried aloft further still. You will now be higher than every remaining ring, and all there is left to do is glide through them in order of proximity before landing.

The landing area is situated inside the city so circle around to get a nice clean approach to the landing target. A mistake at this late stage would be extremely embarrassing!

Thermal Flyer

Pilot Class

Test: 1/3

Task: Use the thermals to get as high as you possibly can, then land on the ground.

First things first. You have a long way to travel into the sky, so choose one of the light pilots for this test as the heavier ones won't do you any favours at all.

This level is designed with a stepping stones strategy in mind: to carry on ascending you will need to get into the higher thermals which don't stretch very far down towards the ground. Each of the wide thermals is there to give you an

altitude boost to the next smaller one, so enter the big ones with this in mind so that you exit the facing the right way. Just look at the radar to see where the next thermal current should be, and use little movements to point the Glider in the right direction.

On most occasions you will be able to see where the higher thermal begins in the air – where the translucent cloud begins swirling – and sometimes you have to risk lowering your speed



drastically to pull the nose up far enough to catch the very bottom of these, but height is the most important thing to you on this level, not speed. You have four minutes before all the thermals disappear.

The landing area is quite heavily obscured by trees and houses to make things tougher for you, but it can be done the normal way if you don't do anything crazy. The safest path is from the East.



Before you set off, you get this screen which shows you how the scoring system works.

Shutter Bug 3**Pilot Class****Test: 3/3**

Task: Photograph the sea monster, the passenger ship and the space shuttle with the Hang Glider's camera.

An atmospheric night time test to finish off the Hang Glider sessions. Remember that it is both safe and advisable to take two photographs of each target to ensure you get the shot needed for the big points.

Glide left towards the first subject: Missi the sea monster in the lake. Take a deep dive before you reach her and level out. This gives you a much better opportunity to take a clear photograph without plunging into the water by suddenly aiming the Glider down, and you will soon be lifted by the next thermal which is directly ahead. From there, turn shallow left to head in the direction of the boat (you can follow the river from the monster if you like) and come down close to the water again, only taking your shots when the boat turns side on to your view.

Pinpoint the next target on the radar, which should be an easy



This red sea monster must be photographed to complete the mission. You must dive right down to get a decent close-up.



left again from where you are, before travelling directly forwards for a while. When you see the smoke from the shuttle's ignition, reel off your two remaining shots. If you only get one dodgy picture, don't follow the shuttle in the viewfinder or you'll drop out of the sky like a brick from raising the nose too much.

Go back and check your shots, and look at the difference in score between pictures of the same object.

This helps you be more accurate next time around if you haven't got all the points you need.

**Birdman Stars**

Each Birdman star lets you fly as the Birdman on the level you find the star on. Follow these directions to get them all. With any vehicle on Beginner level, there is a loop in the rock on the coast to the front of the island. In the loop is a gold star, and if you fly into it you will suddenly find yourself in the Birdman free flight level. The next Birdman star is in the miniature version of Central Park in New York on the East Coast of the Little States. Visit this in Class A of any vehicle or it won't be there.

Now choose Class B and pick

the Ever Frost island level. Enter the cave with the smallest waterfall coming from it on your right and continue to the end, where there is a sudden drop (you will need the Rocket Belt here unless you're extremely talented). Drop down and you'll find the star. On Pilot Class visit Crescent Island and fly to the cave situated between the airport and the village, where you will find the last Birdman star.

Refuelling Secrets

Here's where you can refuel on the fly so you can investigate the levels for an infinite amount of time. Flying the Gyrocopter or Rocket

Belt on the Little States island, follow the road Northwest from Cape Canaveral (the shuttle pad). You will see a small petrol station off to the left, and if you fly as low as you can around the station, you will hear the same sound as when you jump between the landing targets with the Rocket Belt. This signals that you've been refuelled!

Teleport

Take the Rocket Belt to the hangar right next to the space shuttle. Once inside, fly upwards until your head hits the ceiling. It may take a

couple of tries, but eventually you'll be teleported to the hangar in Seattle. If you can't get it to work, try the other way round by going into the Seattle hangar and doing the same thing.

Wario Face Change

It is possible to change Mario's face on Mount Rushmore during level one of the Super Cannon bonus game.

Simply shoot his nose and he will transform into the evil Wario!

The birdman of Pilotwings! A completely bizarre level where you get to swoop all over a small island for the hell of it.



Players
OneCartridge
64MMemory
Yep!Publisher:
Developer:Nintendo
In-houseGame type:
Origin:Flight Sim
JapanReleased:
Price:1 March
£49.99

ROCKET BELT

Balloon Crash

Beginner Class

Test: 1/1

Task: A simple test to help you become accustomed to a quirky vehicle. You must fly into a balloon and land.

From where your pilot starts, hit the A button to scream vertically directly into the air, until you are level with the balloon. You will have

much as you reach it simply ease back a tiny amount on the stick and the resultant change in the angle of the rockets will put you through the balloon. When it bursts, spin where you are in the sky to face the landing pad on your radar and go on your way, but hold back and use the B button thrust to get there so you don't overshoot the mark. As you



to rotate slightly to be perfectly lined up with it: it is right above the castle.

Now, before losing any altitude, press the joystick as far forward as it goes and hold the A button again for full power ahead. You should be headed right for the balloon if you got the height correct at the beginning, but if you're falling too

near the pad, hit the right shoulder button to switch perspectives, giving you an aerial view of your pilot and the ground below. When directly above the centre of the landing zone, hit Z to stop dead and from then on just tap B to come down softly without angling the rockets at all.



Metropolis Dance

Class A

Test: 1/2

Task: Make your way through several rings, both horizontal and vertical.

There is no accepted route to follow on this test, because all the rings are so close together it doesn't make much difference what order you do them in. However, there are a few new ring-types that can be difficult.

The ring nearest to you when you begin is spinning just off its axis, designed to make you panic and crash. Move in front of it and judge where you think the centre of its rotational path is. When you see it, that's where you fly, no matter how much you think you'll miss it.

The other troublesome ring is between the buildings in the city, which is kind of somersaulting in place repeatedly. Gently fly above



it, switch to your top view (R button) and while controlling with the weak thrust, let yourself drop straight down slowly. The ring will pass itself over you for once!

Do the same thing for the two rings that are floating one above the other, but be sure not to touch the ground: it's not fatal, but each scrape costs you two points from your total.

The last difficult part is the three rings behind the city that are all in a row horizontally. They can actually be taken care of very quickly by getting in line with the top half of the first one and pressing full forward while hitting maximum thrust.





106



Touch and Go

Class A

Test: 2/2

Task: You've got to fly down to land on a set of floating pads as fast as you can.

This is a really important test to use the radar for, so keep that in mind. The whole test is constantly moving down a huge hill, descending to each pad, so a lot of freefall is used as well as powered flying.

The pads will each disappear after you lift off them, so don't count on them as a place to park while you plot out the level. When you do land on a pad, watch the radar as you swivel to make the next pad show up directly in front of you on the radar, even if you can't see it due to height.

Make sure you don't blast high in the air from each pad, as this will lose you a lot of time cumulatively, and will even cause fuel to become an issue, although a little more fuel



is generously given each time you make a successful landing on one of the pads.

This method will get you to the end quicker than any other, where you'll find the landing zone raised slightly above ground level.

For most of this level you should be using the direct down view, so landing is fairly easy and is done as in the last mission.



Balloon Bonanza

Class B

Test: 1/3

Task: Burst 12 balloons by flying into them with the Rocket Belt.

You will begin next to the first big, blue balloon.

Get down to the same altitude, line up and blast towards it. The very second it bursts, hit the Z button to stop and then press the R button to change to the

top view where you are looking straight down. It is important to do this next part quickly because all the orange balloons which have come out of the blue one are moving away from each other and you want to get them without having to travel to each one separately.

Looking down, position yourself over any orange balloon and then let yourself drop onto



it. As it bursts, tap the strong thrust to keep from hitting the sea close below, rotate a few degrees and use the soft thrust to float over the next balloon in one movement. Hit Z, let yourself drop again and so on until all the orange balloons are gone, then fly off to the other large blue balloon on the left of where you started and repeat the process.



Oranges are not the only fruit! Here you must use your jet-pak to leap above the balloons, then drop down and burst them.



Players
OneCartridge
64MMemory
Yep!Publisher:
Developer:Nintendo
In-houseGame type:
Origin:Flight Sim
JapanReleased:
Price:1 March
£49.99

CANNONBALL TIPS

Use these numbers to hit the bulls-eye first time and every time in the Cannonball bonus game! Minor adjustments may be required to get a full 25 points for each shot.

ROUND ONE

Shot 1

Vertical: 1-2 degrees
Horizontal: W 50 degrees N
Power: 100%

Shot 2

Vertical: 12 degrees
Horizontal: S 70 degrees W
Power: 100%

Shot 3

Vertical: 18 degrees
Horizontal: W 30 degrees N
Power: 100%



Dark Cavern

Pilot Class

Test: 1/3

Task: Travel through the cavern that cuts through the island to emerge at the other side.

You will start out just outside the mouth of the gloomy cavern. As the journey ahead is one of the most difficult you'll face anywhere in Pilot Wings 64, the first thing to do is rocket into the hole at great speed, using the full thrust to get to the first bend. This way, you miss out on wasting a lot of time cautiously rising up and down inside the tunnel, where you would most likely hit the sides several times. As the first corner approaches, and for each major bend after that, you merely have to tap your Z trigger button to keep from bashing into the walls with momentum, use the weak thrust to adjust your direction and then blast along again, with the weak thrust and the rockets tilted diagonally between forwards and up.

When you arrive at the first wide open space with the chute at one end, whack the power full up to get to the other side, using Z to avoid the stalagmites.

At the key points where you have to drop straight down, change the viewpoint with the R button to see what you're doing. Try not to use up too much fuel with the hover button at these areas, or you will easily run the tanks dry before you get out the other side. When you finally see



daylight, go full speed and don't slow down when you come out before going right through the

single ring. Now you can relax: one of the hardest parts of the game is behind you!



Sky Diving

Bonus Game

The aim in the Skydiving levels is to complete as many formations with the other skydivers as you can before having to land. The key is small movements with the stick, except for the beginning of each new formation where you should keep your distance to see what position you will have to be in. Then you can press hard forwards to dive at great speed to the same level as the other skydivers.

Inevitably you will dive too far every once in a while, at which point you should press the A button lightly to slow down, letting your colleagues catch up to get into position. When you see the "Hold" text above you, you will have to tap the A button



lock on the heavy jets and jam the controller forwards to really hit that ball with as much force as you can muster.

Hopefully, if you hit it hard enough, you will have avoided the valley in the side of the hill that is there as a trap for the ball to slow you down. If it has fallen into this channel, it is important that you get to the near side of the ball right away and boost forwards to knock it out. If you wait around, it will

settle too far down to retrieve easily and you lose time.

The rest of the journey is pretty easy, especially if you keep smacking the ball really hard before it touches water or ground which makes the whole exercise faster. Something to watch out for on the ball levels: many people get a light pilot underneath a ball coming from a great height, ready to bat it into the distance, and it smacks them

right into the sea. Use heavier pilots, and never get directly under the ball.



Diamond Head

Pilot Class

Test: 2/3

Task: Simply, use momentum to knock a huge ball into a goal area. Using your radar for reference, buzz around behind the ball with the soft thrust so that there is an imaginary straight line between you, the ball, and the red goal arrow. From there, tilt the rockets back towards the screen and fly back for a couple of seconds, then



Players
OneCartridge
64MMemory
Yep!Publisher:
Developer:Nintendo
In-houseGame type:
Origin:Flight Sim
JapanReleased:
Price:1 March
£49.99

a couple of times to keep from accelerating away from the group. As you break through the clouds and the screen whites out, you can no longer move into the formations as it's time to land. Although you will get a message telling you to press B to deploy your 'chute right after coming through the clouds, don't pay any attention. Dive head

first down for a few hundred metres first, or you'll be up there all day. If you are drifting over the landing zone too far, pull back and dive feet first instead. Trigger the parachute at 100 meters or less, and come in steep to your target while holding back to land with only a small amount of forward speed.

Jumble Hopper

Bonus Game

The three Jumble Hopper levels are for the most part pretty easy. You have a very springy pair of boots on and you cannot stop your character from hopping. All you have to do is direct them with the joystick towards the goal, much like the Rocket Belt levels where you had to move a ball to a certain area.

Keep away from steeply

angled surfaces as much as possible as your jumping will take a weird angle and makes it hard to predict where you'll land. Simply follow the red arrow on the radar to get where you're going, and go around anything that looks dangerous like the woods and higher mountains.

When you hit an obstacle you will be bounced away and left sitting briefly on the ground. When this happens watch the radar as you land, so that you know exactly which direction you are facing. When you stand up, quickly turn to face the correct direction again before you bound into the air again and you'll be back on track.



Touch and Go 2

Pilot Class

Test: 3/3

Task: You are asked to land on a series of sequentially opening pads scattered over the island.

This is really just a much extended version of the first Touch and Go mission, the one where you flew to different pads progressively lower down the side of a hill. The new problem you have is fuel consumption, because the level lasts so long and you are starting with less fuel in the tank.

Locate the first pad on your radar, which is a short way along the beach and quite close to the ground. For the most part the pads are easy to get to and land on, if you make sure you use that aerial view whenever you are coming in to land and don't get panicked by the time it's taking or the surrounding environment. The hardest platform to reach is suspended just above the spray from a very close and very large waterfall.

A common mistake with this one is to come in from the front of the island, between a crack in the rocks,



because that's where you catch sight of it after you've done the previous pad. Forget this route and rocket to the opening up above the waterfall, switch to the top-down perspective and slow your descent with the weak jets so you don't get fined points for landing too hard.

Each landing will top up the fuel tanks a bit, but not enough for you to burn any up unnecessarily, so avoid using the hover function unless you're in real trouble.



GYROCOPTER

Novice Ring

Beginner Class

Test: 1/1

Novice Ring

TASK: Here you have the extremely simple task of flying through three rings before making a landing. At this stage it's not so important, but using the internal view helps you be quite a bit more accurate in your flying with the Gyrocopter. This is the only vehicle which has a proper first person view.

Fire up the engine and leave the other controls alone until you reach 50 KPH, then gently turn towards the first ring. As it's your first outing, the rings are close together



Gyrocopter missions are the best of all.

and all in a straight line. When you come through the first one, you'll see the next one open and so on. When you're through the third and last ring, hit the brake (B button) hard and make a complete turn to face the island again. It doesn't make much difference whether you



Tap the power button when lining up for these gates. You don't want to go too fast.

turn to the left or right for this move. Try to stay below 100 metres for the whole level.

The clock is ticking and you want to pick up those time points, so there's no time to land from the clearer end of the runway. You have to go back the way you came, so line up with small movements and aim for the centre of the runway. When you think you're lined up properly, start taking the speed down and get low to the ground so that you're not plummeting towards the tarmac, then lift the nose of the gyro at the last moment to land with the back wheels first.

Sky Manoeuvres

Class A

Test: 1/1

Task: All you have to do in this test is fly through 15 rings around the island. A good idea with these slightly tougher missions is to waste one turn by flying the whole level as



these rings aren't all in a row, but keep your eye on the radar and it will be very easy. Once through the eighth ring,



a practice run, checking out where the rings are in relation to one another. This means that when you come to really trying to complete the level you will be better prepared and much more efficient.

Directly after take-off, fly around the island in an anti-clockwise direction, which will direct you through the first eight rings. There are a few minor adjustments you'll have to make because accelerate to the Gyro's limit as you raise the nose and follow the channel up the side of the hill right in front of you. As you crest the hill you will notice the bridge with the ring underneath it, which you steadily go through before quickly swanning down and softly banking off to the right to get to the ring at the beach. This is the hardest part of this test. Now take a wide anti-clockwise arc from your position near the beach and you'll be headed for the last rings. Get your altitude right by monitoring their colour on the radar, and the path you have to take to make the last two rings guides you to the landing point. Decelerate and make a classic landing as described in the first mission.



Bully's Eye

Class A

Test: 2/2

Task: Now the real fun starts – it's your first chance to destroy three targets with the Gyrocopter's missiles!

Even if you prefer the external view for the other missions, the target



Taking off is a simple matter of getting up to 45kph, then pulling back on the stick.

shooting levels are made so much easier using the inside perspective. Watch the radar to get a position on each of the targets and go after the closest first. As the missiles will not fire until you release the Z



button, hold it down as you approach and use gentle movements to aim the crosshair. Let go of the Z button when the point in the crosshair's centre passes over the middle of your target – simple!

Remembering that this mission is timed, take your shots as far away as you can. The earlier you get the target, the sooner you can change direction to the next one. The other benefits of doing it at distance are that you don't have to constantly slow down and angle the Gyrocopter down to take your shots, and if you miss you just fire again instead of having to fly in a circle to make another pass. Hit maximum throttle when the last target explodes and use the red arrow on the radar to get to the runway, keeping a low altitude for the entire journey. If you land close to the middle of the runway there's no reason you shouldn't walk away with full points.



Players
OneCartridge
64MMemory
Yep!Publisher:
Developer:Nintendo
In-houseGame type:
Origin:Flight Sim
JapanReleased:
Price:1 March
£49.99

River Run

Class B**Test: 1/3**

Task: To complete this test you must fly through rings as before. On this occasion the next ring that you need to pass through will not appear until the current ring has been cleared, meaning that a greater degree of skill in manoeuvring the Gyrocopter is required.

There are also optional white rings in this level. These are generally positioned in nasty

tight spaces, like under bridges, to make them harder to fly through but passing through these bonus rings will give you extra points. At certain points in the course you will also have the choice of passing through either a normal or a bonus ring to open up the next ring. This is also a timed event and it is not necessary to pass through every ring to get a high enough score to complete the course. As the course is mostly low level you can pick up a fair amount of speed while you're about your task,



making for exciting flying. If you wish to see the sights something to look out for is the lift-off of the space shuttle. Its launch pad is just to the right of your landing zone.

Your main problem on this level will be the fact that the rings don't pop up until the previous ring has been negotiated so you will have to react quickly. Just like a real pilot...



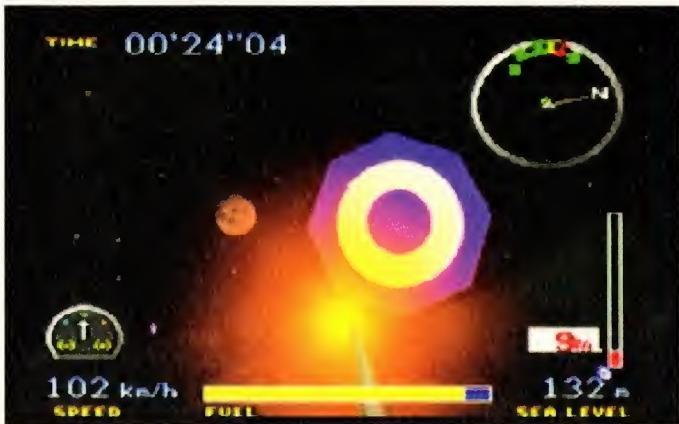
Metal Horizon

Class B**Test: 2/3**

Task: This is more like it. In this test you've got to blow up ten missile targets.

This one level has been the living hell of many Pilot Wings 64 veterans. The task itself isn't so hard, but completing it within the time limit is. You have ten targets in a relatively small area, and things can get a bit hectic as you try to stay inside that area while getting on with the job. The way to do this one is to rush around the surface, taking out the easiest targets as fast as possible, avoiding the

valleys completely. At the edge of the area that contains all these targets, you need to use the tight turning technique to swing back around. Do do this, pull back on the stick while pressing hard to the side and holding B to keep your forward speed down. When the eight surface targets are history, then and only then is it time to plunge into the valley and remove the final two. Next bank hard right and full speed ahead toward the city. If you're bold, you'll go straight for a landing. More cautious players will fly over the runway, then double back for a considerably easier approach to the city centre landing strip.



Hawk Attack

Class B**Test: 3/3**

Task: This test gives you another chance to over-exercise your firepower but this time the target is not defenceless, and is also mobile. You must blow up a large man – Meca Hawk.

There are two main strategies by which this can be accomplished. It is possible to fire at Meca Hawk from a distance so he can't hit you with his rocks. This tactic is safe but overly cautious. For the more manly approach you will

need to brave the fire. To get in close and stay close you will need to fly in at a low altitude and at high speed, maintaining an altitude of about 20-60 metres and going as fast as you can cope with.

Take the straight path to Meca and you will end up cannon fodder. Sneak around and once you are right up against the target, fire off a couple of missiles, almost simultaneously. If you can master this technique then Meca Hawk will be a nothing more than a pile of rubble in only three passes.

Incoming rocks can also be blown out of the sky with a well judged missile.

Remember, you can only have two missiles in the air at once so, while your missiles are infinite, if you're a lousy shot you can't fire off loads of rounds to compensate.



Ice Hornet**Pilot Class****Test: 1/3**

Task: Fly through as many rings as you can in bad conditions and land.

You must know your own ability to maximise your points on this test, because the rings are extremely tough to negotiate and you lose time points after 2 minutes and 30 seconds in the air, so you have to decide

whether you can stay airborne long enough after the time elapses to get all the rings, or to just run about like mad getting as many rings as possible in the time limit and making your landing to collect on the time points.

Every time you go through a blue ring, new rings will appear called time rings. They have clock hands on them and they will give you extra points if you fly through them before they turn back to normal yellow rings. These often appear in positions that are meant to lure you into a cliff face, beware.

There is no specific route that will make the level easier, because a large area of Ever



Overshoot this gate and you'll smash right into the harsh rock face. Now that would be stupid at this late stage in the game.



at intentionally impossible angles from each other. One of the most successful methods is to get every sky ring, but forget the time rings and the three super tricky ones near the beginning that are half submerged in the mountain.

Due to strong wind it makes sense to use one of the heavy pilots (Hawk or Robin) to stop being blown about so much, but for this you sacrifice manoeuvrability.

**Balloon Rush****Pilot Class****Test: 2/3**

Task: Destroy 20 balloons in the Gyrocopter and land safely.

That target practice you got from Metal Horizon in Class B is about to pay off! Just round the coast from where you take off, the sky has been absolutely packed with target balloons. You must do away with 20 of them before landing just over the mountain, and then it's all over. Prioritise which of the balloons you go after by ignoring everything except the horizontal rows of balloons until they're all gone. If you fly directly into a row of these targets, the fastest and easiest way to blow them all away is to flip to the



internal view by pressing the R button and then to fly through the lot as fast as your Gyro will go! They will not affect your flight path or cause any damage, and it's easier to aim the Gyrocopter than the missiles.

From a distance you can take out these rows end on by lining up and then rapid-firing two shots, waiting for them to hit and then firing two more because there can only be two in the air at one time. Where there are crosses with five balloons, come at them slowly and head on so you can see all the balloons, and while holding B to keep your speed to the minimal amount required to stay in the air, just pick them off one at a time. When you've taken out 20 balloons the rest will disappear and you just have to edge round the south end of the island while dropping speed and altitude and the runway will be stretched out in front of you.

Meca Hawk Again**Pilot Class****Test: 3/3**

Task: Kill Meca Hawk again with five missiles and land.

Bank hard right off the end of the runway once you are up to speed, and you will be looking at the space of water that Meca Hawk is in. Now Meca is much harder to take care of than in his first appearance because he's in the water around Ever Frost island, and that creates problems. It still only takes five well placed missile shots to destroy him, but as he's in the water you have a greatly reduced area of his body which is visible at one time, just the chest and head, so you have to be more accurate. Also, instead of walking he now

swims, and when he swims you cannot hit him even though he's frustratingly near the surface of the water. You have to constantly circle the bay, waiting for him to pop up.

He throws massive ice cubes at you whenever he stands up, which can still be blown apart with missiles instead of crashing while trying to avoid them, and this is how you catch him out. When an ice cube is hurtling towards you, aim at it and hit the trigger twice. One rocket will remove the block of ice, and one will hit Meca Hawk. He never throws two blocks of ice that quickly together, so take advantage of it.

The highest you should ever be during the combat is around 60 meters.



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Wave
Race

114

WAVE RACE



DOLPHIN-SKI

Nintendo's brilliant game design makes them understandably reluctant to include cheats. But they do like 'Easter egg' treats for the skillful and this is one of the best. Basically, you have to perform all seven of the basic stunts while going through all the rings and qualifying on the Dolphin Park course in Stunt Mode.

It's up to you in what order you perform the stunts, but below is our preferred method. It's also an indication of just how carefully you should plan your attack on other Stunt Mode tracks for maximum points.

From the opening, instead of a turbostart, begin by jumping onto the jetski's nose and then quickly execute a backflip (Stunt 1). Next perform the steering backwards trick (Stunt 2). There's no need to be too clever, simply spinning around over the hood will meet the necessary requirement. You begin accelerating during this manoeuvre and should now speed through the three rings on the way to the first checkpoint.

To try out a dolphin for yourself, select Championship Mode and then go for the Warm-Up option which takes place in Dolphin Park. Press the control stick down as you select your jetski and the game will begin with you riding a dolphin. Sadly, there's no option to use it on the other tracks but it's fun enough

here. Pull a handstand (Stunt 3) as you approach the line, then turn gently left to race through the four rings of this section. Pull out to the right before checkpoint two so you can get the best line on the next stage's three ramps. On ramp one, do a clockwise barrel roll ó briefly snap the stick left on the brow of the ramp, then sharp right for a fast spin before landing to accomplish Stunt 4. Now straight on to the next ramp, push forward as you're on the ramp then jerk backwards for an easy backflip (Stunt 5). On ramp three, push hard forward as you leave the ramp for a deep submerged dive (Stunt 6), then rut sharp left to go over checkpoint three.

Speed through two rings, nastily lined up to make a tricky angle onto the final ramp. jerk the stick right on the brow, then hard left for an anticlockwise barrel roll (Stunt 7). This takes you off the best racing line, but you should have a few spare seconds built up and the final ring is generously placed for a wide turn as you head for the finish line. If you've succeeded in performing all the stunts, and collected all those rings, you'll hear a chorus of dolphin clicks celebrating your fine performance. Now if you reset the N64, you'll see the opening sequence showing the racers on dolphins instead of jetski.



DOLPHIN-FAMILIES

Aside from the dolphin-riding trick, Dolphin Park also plays host to another fun trick which introduces you to Mr Dolphin's kids.

Select the Warm-Up Option in Championship Mode and follow the dolphin around on two laps around the island. The dolphin's course goes around the stone arch and runs through the pier twice. If you overtake the dolphin, crash or simply lose sight of it then your attempt has failed. If, however, you've been successful the dolphin will alter its course to jump over the ramps and perform a stunt. If you successfully duplicate this stunt usually simply a leap ó and make the rest of the lap through the stone arch and back to the pier, the dolphin will perform an aerial somersault over the pier to congratulate you.

Now you have to rerun all this process, succeed a second time and the dolphin will be joined and a baby dolphin will join its parent. By repeating the mimicking routine you can get up to three baby dolphins

The N64's first racing game, Wave Race was a stunning mixture of incredibly realistic water effects and a decent enough racing engine! Here we present the full track guide!

Players
1-2Cartridge
96MMemory
Yep!Publisher:
Developer:Nintendo
In-houseGame type:
Origin:Racing
JapanReleased:
Price:June '97
£49.99

RACE 1

Even with the addition of a line of mines in hard mode, Sunny Beach remains simplistic beginners course. Two long straights with a few minor kinks and two tight, 180° turns. While done in two player mode, in championship mode this is crucial course.

Points earned early can get you

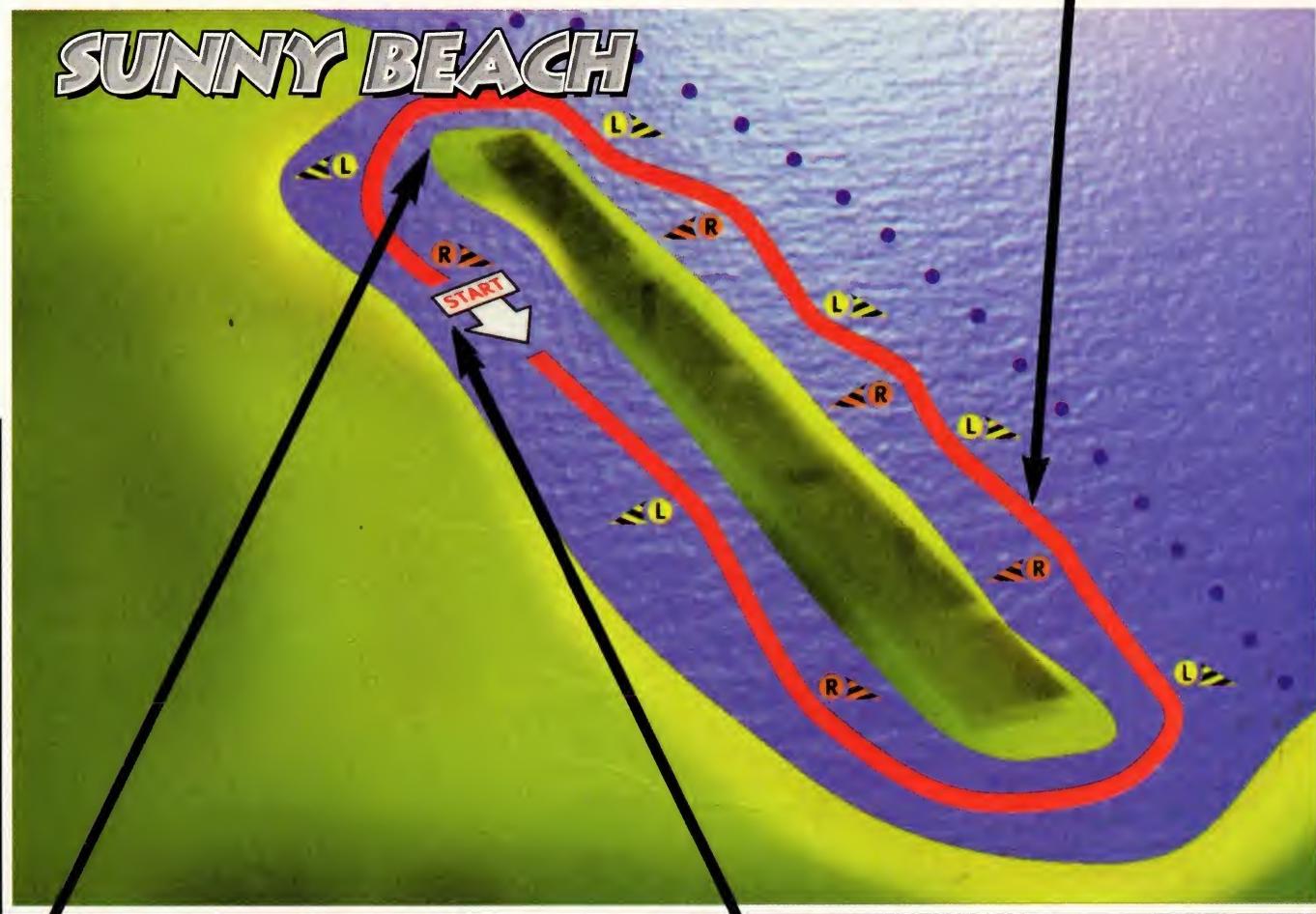
through on later tracks, even if you fail to finish, so you should always aim for maximum points here. This isn't easy as it might seem. However since the long straights make it perfect for Dave Mariner's high top speed. If you've chosen a slower, more manoeuvrable jetski it's essential that you outcorner Dave with some extremely tight, fast turns and aggressive driving!

This line of mines appears on Hard Mode and gets denser in Expert Mode, but as long as you're prepared for them, they should pose no problem. Despite their spiky prongs, they won't detonate if you get close and are simply inert obstacles.

Expert players will pay close attention to the waves and ride over a mine if given the



opportunity to take a better racing line.



As soon as you clear the last red buoy on a straight, you should be turning into the corner, getting as close as possible to the shore without actually touching the beach. Bend the rider's knees for maximum cornering and control

your exit to line up for the next buoy.

By contrast, once you get on the straights you should be aiming to make only the tiniest of turns, slicing between the buoys without any dramatic cornering.



Unlike some later courses, there are no clear cut opportunities for bypassing buoys to get a clear advantage. On the final straight of the last lap, it can be useful to ignore the last red buoy and maintain a straight line out of the corner to the finish. If you come

out of the turn on the left with a competitor right beside you, give it a try. If you're on the right (as in this pic) this tactic will simply crash you into your fellow racer (CPU players never seem to ignore buoys) and let other racers steal a win.

RACE 2

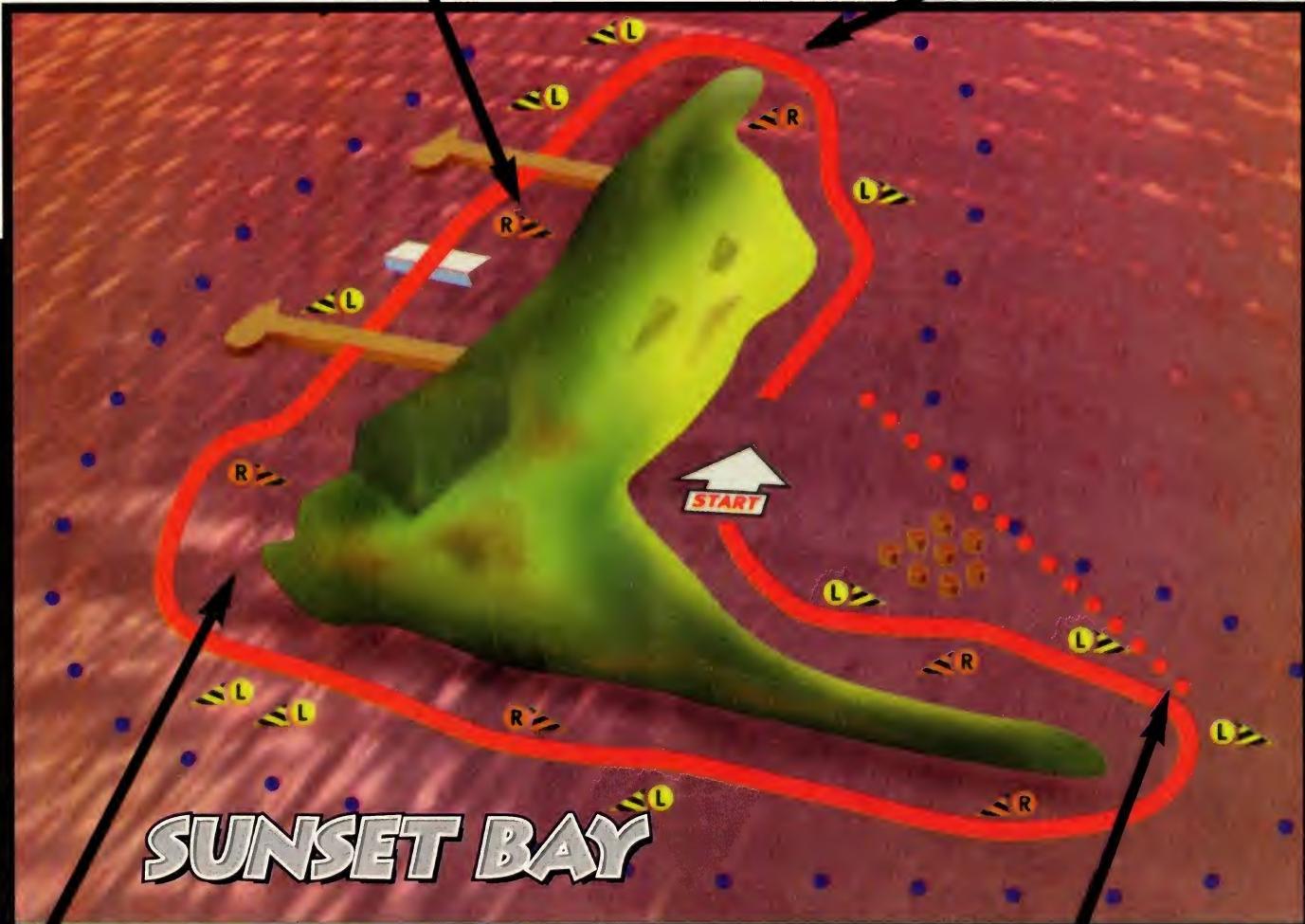
The gorgeous evening sunlight makes this one of the most visually attractive courses, and it's one of the most varied and entertaining in gameplay terms. Some tough corners, a demanding slalom on rough sea and a fun jump provide plenty of variety, but it's the mine field (!) which holds the key to success here...

Moody lighting and demanding racing makes it tempting to just have fun with this jump. If you want to win, however, angle your line over the ramp so your jump carries you almost on top of that yellow buoy, all set to proceed straight past the red buoy.

A good, precise jump is a great way of getting ahead of your competitor, so don't miss out!



Take this corner gently and watch for the red buoy by the ramp as your target for the best racing line on exiting.



Another blind left turn where you shouldn't be distracted by the yellow buoys, but instead use the red buoy as the target to set your exit line out of the corner.

This will naturally take you correctly inside the yellow buoys and set you up for the slalom.

A good strong approach is essential – if you arrive messily

you'll end up performing huge looping turns which simply eat up valuable seconds. Get the approach right and your turns should be as minimal as possible.



On every lap, except the last, you should aim to cut into the shore at the start to hug its contours for the best racing line. For sneaky players, however, the last lap offers the opportunity for one of the most

satisfying 'cheats' in the game. As soon as you make the turn into the final stretch veer to the right of the second yellow buoy you see and follow a straight

line course, running to the right of the minefield. You'll cross the finish line substantially to its right, but it still counts and saves lots of time!

Players
1-2Cartridge
96MMemory
Yep!Publisher:
Developer:Nintendo
In-houseGame type:
Origin:Racing
JapanReleased:
Price:June '97
£49.99

RACE 3

Arguably one of the N64's most impressive graphic showcases, beginning in superbly realistic fog with nicely animated duck flying out of the murk, then as the sun comes out the fog gradually burns away to reveal gorgeous mirror effects on the water. It's also one of the games most demanding challenges.



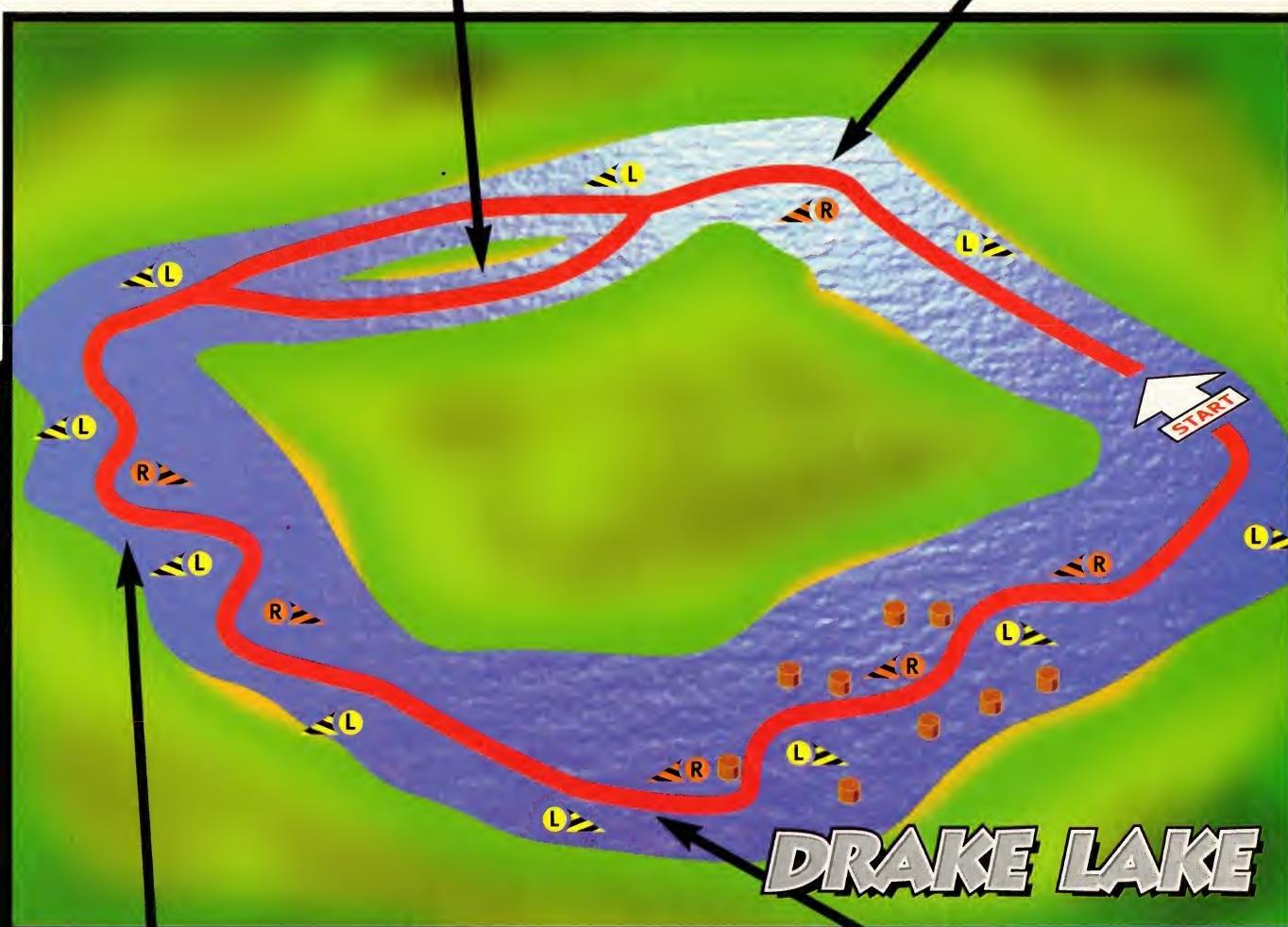
Keep on the inside of the island here and avoid the rushes, perceptive players will notice they cause a slight speed loss.



You begin the race facing into a fog bank, but even with perfect visibility it's easy to miss the sharp left turn which follows the

first red buoy. Novices usually sail straight on expecting a long straight.

You should aim to take this corner as fast and tight as possible, really bending those knees and setting yourself up for the next straight. It's your first opportunity to pull away from the pack, so don't mess it up!



Another slalom, another chance to demonstrate your ability to keep a tight racing line with quick, slight left-right turns. Practice if need be on Time Trial mode to get this skill honed to perfection.

What you won't learn on Time

Trial mode is resilience—the slalom tends to bunch players up and the computer controlled racers turn out to be none too shy about protecting their racing line. Be prepared for some argy bargy as they try to push you about!



Try making a wide looping turn as you go that first yellow buoy, giving yourself more time to prepare for the next buoy and the upcoming posts. The temptation is to turn in tight, for speed, but this gives less time to pick out a collision-free route. The key here

is vision: picking out a clear route through and following it.

If you're having trouble with this section, it can be worth bypassing it on the last lap.

Sadly, the number of buoys you miss means you can't do this on every lap.

RACE 4

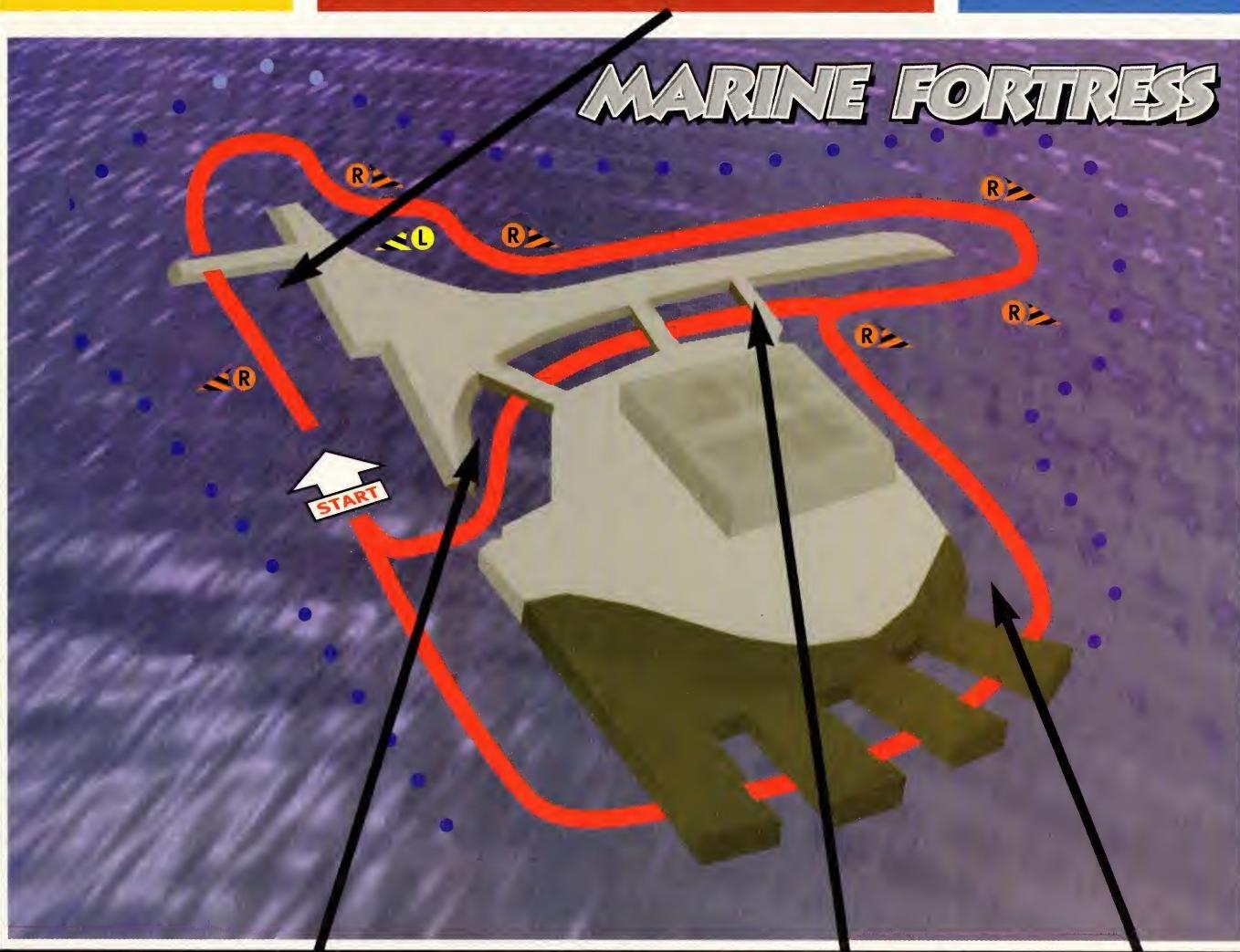
Dark overcast skies set the scene for the most storm-tossed course of all. There's some sharp turns to master, despite the weather, and novices should watch out for that shortcut that practically cuts the course in half. Overall, a fun but highly demanding challenge which demands you pay close attention to the waves.

Stormy waves will carry you over this concrete ridge about 75% of the time, but if they don't then the penalty is severe. What

makes Wave Race so brilliant is how you really do have to watch the water and judge for yourself whether the waves are right for this heart-stopping leap. Obviously, if you're fighting for position, particularly on the opening straight, it makes sense to give it a go. If you're committed, remember you can ease off the power to wait for a wave.



If you're behind, go between the first two crates, angle right of the floating plank and skim past two crates before turning. If you're leading, angle left of the plank and play it safe!



Once the gate (see right) opens up you've got no hope unless you take advantage of this superb shortcut. Needless to say the stormy water makes such a narrow channel 'interesting' to negotiate. The main thing you

should be aware of is floating crates which appear on Expert Mode. You'll first see one on the left – don't oversteer to avoid it or you'll slam straight into the second and final crate, gently bobbing on the right of the channel.

On Hard setting, this gate opens up on the second lap for a great shortcut. It takes its time opening though!



Cut in as close as you dare on this corner, it's gentler than you first think so take advantage of it.



Players
1-2Cartridge
96MMemory
Yep!Publisher:
Developer:Nintendo
In-houseGame type:
Origin:Racing
JapanReleased:
Price:June '97
£49.99

RACE 5

A beautifully detailed helicopter pays homage to Namco's Ridge Racer, hover over a course which all by itself comprehensively trounces the PlayStation's graphics demo for lasting challenge. In reverse mode, particularly, this is a nightmarish test of cornering ability.



This long opening straight invariably causes lots of argy-bargy as players jostle for position.



On anything but Easy Mode, where it's blocked off, you should take this narrow tunnel.

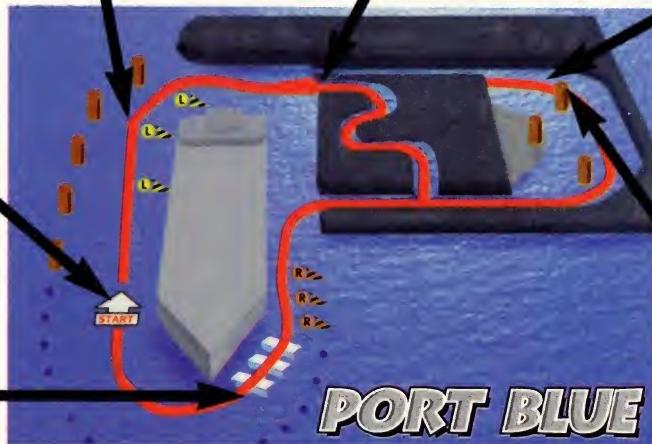


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Once again, the Nintendo 64 demonstrates its unrivaled graphics capability.

Press B just before you take this ramp to reduce speed and help make a tighter turn on a crucial corner.



PORT BLUE

The shortcut tunnel really sorts out the amateurs from the pros with absolutely no margin for error. As usual, the jetski's idiosyncratic handling means you can't slow down. So it's full pelt into the darkness with lots of panic-inducing turns. Okay, basically it begins with a gentle right, followed by a sharp left then a sharp right, and finally a gentle exit right.

This route is a lot easier than the tunnel, but it's longer and on expert level it's blocked off.

RACE 6

This graphic tour de force first comes into play on Hard level. Only when you reach here in championship mode will it be selectable in the other modes. It's worth the effort with stunning neon lighting dripping across the inky water. There's also a particularly sneaky reverse mode brilliant for two-player play.

On anything but the Hard setting, this wall appears after the first ramp. To use the first tunnel you'll have to do a submerge dive off the ramp, diving under the wall and emerging into the tunnel with a massive advantage over anyone who wimped out. Hold back on the control stick while you're going up the ramp then push forward hard and hold it down as you leave the ramp to pull this off. Be careful none of the other players push you off the line, keep calm and remember – there's no alternative!



TWILIGHT CITY

As you come out of the tunnel, turn left and slide up on the dark sand which seems less traction-sucking than the yellow variety. It works perfectly here at braking your jetski to allow the best possible tight left turn. The computer-controlled players do this as well and you'll need to master it yourself to be in with a chance of victory. Remember to set your exit line to get a clean run beside the ramp and a collision-free route through those pesky mines.



Where there's a choice, avoid the ramp and keep on the water to maintain speed, even if you do have to dodge mines!



Wave Race Solution

page number

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Ignore the red line, instead veer left to avoid the ramps, dodge the ice blocks then cut in to turn right on the ice bank.

These ice floes are the courses trickiest hazard. Cut in close to the yellow buoys to avoid most, but watch out for the last one!

RACE 7

This course first appears on Expert level and it's the toughest of all. Ice blocks provide the simplest obstacles (shattering on impact), while bigger structures provide leaps and demanding, very slippery corners. Trickiest of all are the semi-submerged ice floes which capsizes players who misjudge their contours.



Miyamoto says he'd like to see penguins in all his N64 games. Fortunately these aren't like Mario Kart's kamikaze fowl!



For novices this is one of the most confusing parts of the course. A huge sheet of ice covers this corner and it's impossible to turn on. Any kind of sharp movement sends the jetski into a skid, but if you go straight you're way out of line for the next buoys.

The key is watching the computer players who veer left upon emerging from the ice canyon, then turn sharp right on the water before hitting the ice. They can now proceed just at the right angle across the ice.



This is a big ramp and thus, of course, a big problem since the more time you're airborne, the less time your engine's in the

water pumping out thrust.

The best tactic is to press B just as you hit it, reducing the leap and allowing for a sharper turn.

Some players, however, believe it's worth cutting the buoy after the ramp so you don't have to make the leap at all. Since the next stretch is quite slow, with lots of buoys to boost your power setting, it's certainly worth experimenting with.

RACE 8

Whatever the championship level, this course always provides the final race. The first lap is at high tide, letting you cruise over a sunken ship. But on the next lap the tide is low with the ship providing a critical jump. Complex and fast, this is a fitting conclusion to a truly wonderful race game.

Nintendo always take care to reward good play – here a stunning killer whale appears as you compete to be champion.



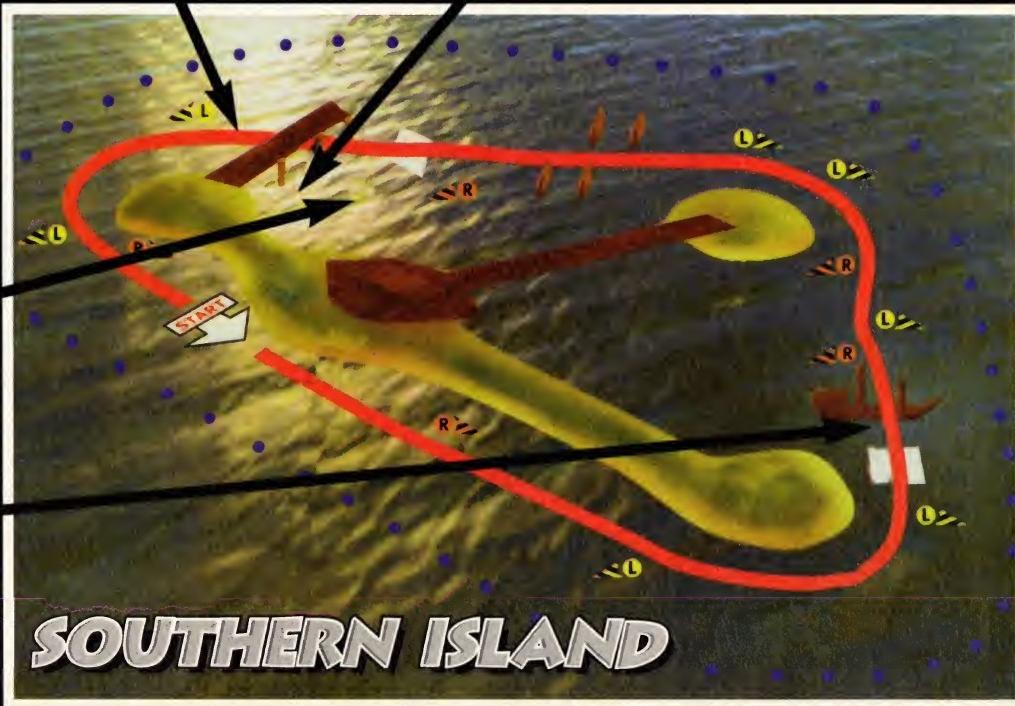
On the second and third laps the tide has receded so there's no need to worry about a submerged dive, you can simply ski under the pier now. The main thing here is to cut in let as sharp and quickly as possible after the red buoy. Skim as close as you dare to the

beach without running aground to get maximum advantage.



There's a long pier forcing a big detour on lap one. There's a ramp just before it. The ramp's too far away for you to jump over the pier: you're going to have to use a submerge dive and you have to angle it carefully so your dive actually goes under the pier. If it works, you can gain some time. If you fail, you'll have to pootle back around the pier and will have lost plenty of time.

The ship's a dramatic hazard, but not a difficult one. Pick a good line, keep your jetski steady and your leap will carry you gently onto the deck for you to slide off and carry on at high speed. Once you realise that, the ship's long flat deck makes it a fairly average platform to leap over. As normal, don't make any sharp moves while on the deck – which would cause the jetski to skid – and you'll be fine!



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THE COMPLETE A-Z OF N64 CHEATS

64
SOLUTIONS

The part of the magazine where we give you every cheat for every N64 game. We will also award a Datel memory/rumble pack for every new cheat sent to us! Do it now!

BAKU BOMBERMAN

An English language version will be reviewed next issue, but here's some help for those who've got the Japanese edition!

Recover Quickly

Another feature of this quirky Japanese game that isn't immediately apparent is a way to avoid being stunned for long periods. Quickly rotate the analogue stick while you're seeing stars after being hit, and you'll be back on your feet a lot faster!

Secret Levels

On the very remote offchance that you've got a special Hudson controller, you can use it to access four secret battle levels. On the title screen, set the pad's Slow Switch to position Hu and wait until you hear a sound telling you the cheat has worked.



PAD AT A GLANCE



BLAST CORPS (US)

Deadly Doors!

Can't be bothered to mess about with all that tedious precision destruction? This cheat will help you out no end. Just drive your vehicle right alongside a building and use the Z button. Normally this would make your driver get out, but if the door is blocked he'll

CLAYFIGHTER

63 1/3

Cheat Mode

On the character selection screen, hold L and press Up, Right, Left, Down, B, A. The options screen should now display a cheat selection option.

Fight As Dr Kilm

On the character selection screen hold L and press B, Left, Up, Right, Down, A.

Fight As Sumo Santa

On the character selection screen, hold L and press A, Down, Right, Up, Left, B.

Fight As Boogerman

On the character selection screen hold L and press C Up,





No more problems with buildings that won't explode with this excellent cheat for *Blast Corps* – sent in by e-mail by G Harris of Coventry!

just shout at you. Keep holding the Z button, and a few moments later the obstruction will magically explode!



C Right, C Left,
C Down, B, A.

Fight As A Random Character

On the character selection screen, hold L and R.



CRUISN' USA (US)



Three new vehicles for this tragic racing game.

Secret Vehicles

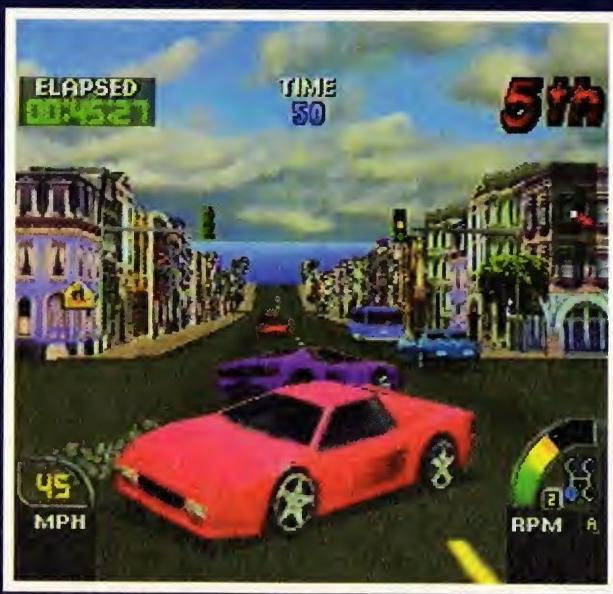
If you're fed up with this game (and who could blame you?), holding down the Top, Left and Bottom C (yellow) buttons on the controller while you are on the vehicle select screen will allow you to access the police car, Jeep and school bus. It's not much, but it might let you eke a little more value from this hideous game.

Disembodied Head

Get a Hot Time to bring up the Hot Times screen. After inputting your initials, go to the bottom of the list and hold left for over 30 seconds. A head will then appear on the conveyor belt, a bizarre trick which allows you to access the cheat mode.



Get this cheat working and you can have the police car sounding its siren!



Lights & Siren

If you like the police car or school bus cheat you'll no doubt be eager to activate the flashing lights on the school bus and the siren/flashing lights of the police car. Perform the Disembodied Head trick above, then during a race press Brake, Brake, Accelerate in quick succession. Timed correctly, it will activate your vehicle's special feature. To deactivate, release accelerate.

Nitrous Boost

Perform the Disembodied Head trick above, then during a race press Brake, Brake, Brake, Accelerate, Brake, Accelerate. Whenever you pass a checkpoint, you can use this cheat to get a nitrous boost. (This cheat only works on the fourth level.)



Go straight to the Whitehouse with this nifty level select cheat.

Level Access

This cheat lets you access levels not normally accessible from the level select screen (except for Washington DC which you still have play through the game for). Go to the course select screen, then hold down the following button combinations:

Golden Gate Park

Left C, Bottom C and L.

Indiana

Top C, Right C and L.

San Francisco

Right C, Bottom C and L.

DARK RIFT (US)



Play As Bosses

Completed the game with the eight standard characters already? No problem. Just enter these codes on the title screen to access the two hidden boss characters!

Sonork

L, R, C Up, C Down, C Left, C Right

Demitron

A, B, R, L, C Down, C Up

View All Endings

Want to view each character's ending without the hassle of having to play through the entire game? Then enter these codes on the title screen.

Aaron

Up, C Left, R, Right, Down, R, R, C Left

Demonica

Up, C Left, R, Right, Down, R, R, C Up

Demitron

Up, C Left, R, Right, Down, L, L, C Down

Eve

Up, C Left, R, Right, Down, R, R, C Right

Gore

Up, C Left, R, Right, Down, R, R, C Down

Morphix

Up, C Left, R, Right, Down, R, R, B

Niiki

Up, C Left, R, Right, Down, R, R, A

Scarlet

Up, C Left, R, Right, Down, L, L, C Left

Sonork

Up, C Left, R, Right, Down, L, L, C Up

Zenmuron

Up, C Left, R, Right, Down, L, L, C Right



DIDDY KONG

Just a taster of a cheat for this excellent new racer – to get a turbo start, press and hold the accelerator as the words 'Get Ready' fade out. If you want a super turbo, which jets you away in a blast of blue flame, press the button a fraction of a second before the words fade entirely. Who needs Thrust SSC?

**Diddy Kong**

has loads of cheats included in the code – hooray for Rare!

**FIFA 64****Funky options**

Basically, after you've scored a goal and the scorer is doing a victory run press Top C for horns, C Left for crowd noise, C Down for drums and C Right for a mad man yelling 'goal!'



Score a goal and tap the yellow buttons for some added special effects. They're crazy at EA y'know!

Has anyone got a code to make the game better at all? A "lose jerkiness" option perhaps?



FIFA 64 – not a good game by any means, but at least we've got some funky options for you.

DOOM 64**Level Passwords****CB92 NBPL SYL? JO27**

The Terraformer

CYCC MGPK X47G TS2B

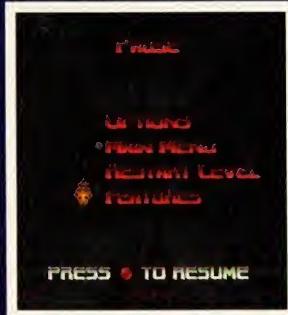
Holding Area

BXYH ?G41 6Z4J PJ?Z

Main Engineering

CF3? PG6D S12Z PFKB

Tech Centre

**BBXW HLGS XB8F 4RKB**

Research Lab

BXRO TH1F 52GG 7W?B

Alpha Quadrant

FVV9 FL55 QGFV DWJB

Final Outpost

FFLB MQ6C VV1C PF1B

Even Simpler



...Including a level select, maps and infinite ammo and weapons. Cor.

Enter the code below and you too can have a wealth of brand new options...



Why pounce about with the pistol; trying to find some health, when you can enter this ultimate code and have it all?

DOOM 64 (US)**Ultimate Cheat Code****?TJL BDFW BFGV JVVB**

Enter this code and start the game, then pause to see a 'Features' option. From here you can access all levels, view all maps, obtain all weapons and ammo, give yourself maximum health and even make yourself invincible!



GOLDENEYE

Lovers of doing things the easy way are going to be disappointed – there are no push-button cheats for Goldeneye, as you have to completing certain levels within tight time limits. Also, you can only

use the cheats on levels you have already completed (pick them from the 'cheat' menu). Difficulty is the setting you must be playing on: Agent (A), Secret Agent (SA) or 00 Agent (00).



Level	Cheat	Difficulty	Time
Dam	Paintball	SA	2:40
Facility	Invincibility	00	2:05
Runway	Donkey Kong	A	5:00
Surface	Grenade launcher	SA	3:30
Bunker	Rocket launcher	00	4:00
Silo	Turbo Bond	A	3:00
Frigate	No radar (multiplayer)	SA	4:30
Surface 2	Mini Bond	00	4:15
Bunker 2	Throwing knives	A	1:30
Statue Park	Turbo animation	SA	3:15
Archives	Invisibility	00	1:20
Streets	Rockets	A	1:45
Depot	Slow animation	SA	1:30
Train	Silver PP7	00	5:25
Jungle	Hunting knives	A	3:45
Control	Infinite ammo	SA	10:00
Caverns	Twin RCP90s	00	9:30
Cradle	Golden PP7	A	2:15
Aztec	Moonraker lasers	SA	9:00
Crypt	All weapons	00	6:00



Goldeneye is not only the best game on the N64, it also has loads of cool cheats to totally change the way you play.



Secret Levels And Characters

Complete the game on Agent level to access the secret characters in deathmatch mode (including Jaws, Mayday, Oddjob and Baron Samedi). Complete the game on Secret Agent level to open up the hidden Aztec level.

Complete the game on 00 Agent level to open up the Egyptian Crypt level. Beat this on 00 level to access the 007 mode, which includes a level editor!

Also, once the Bunker 2, Archive and Caverns levels have been beaten in Agent mode, they will become accessible in multiplayer games.

Extra Weapons

Beat the final mission (including the secret levels) on each of the difficulty levels to receive a permanent new weapon.

Agent: Cougar Magnum
Secret Agent: Moonraker laser
00 Agent: Golden Gun

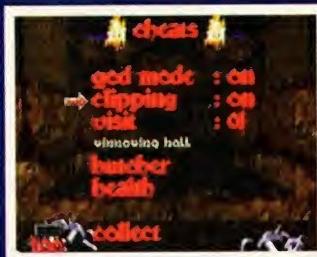




HEXEN (US)

Cheat Codes

Pause the game at any time, then enter the following code: **C Up, C Down, C Left, C Right.** This will cause an extra menu option, 'cheat', to appear. At first none of the options can be selected – you can rectify this by entering the following additional codes.



God Mode

C Left, C Right, C Down
Grants you invincibility. You'll still die from long falls, however.

Clipping

C Up (x20), C Down
Lets you walk through walls.

Visit

C Left, C Left, C Right, C Right, C Down, C Up
Level select.

Butcher

C Down, C Up, C Left, C Left
Massacres all the monsters on screen.

Health

C Left, C Up, C Down, C Down
Restores your energy to 100.

Collect All Keys

C Down, C Up, C Left, C Right

Collect All Artifacts

C Up, C Right, C Down, C Up

Collect All Weapons

C Right, C Up, C Down, C Down

Collect Puzzle Items

C Up, C Left (x3), C Right, C Down, C Down

J LEAGUE PERFECT STRIKER

Hidden Teams

To get the two extra teams hidden for only the best players, go to the title screen and press the following:

Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Now press Start and hold down Z.

Huge head players

On the title screen press: Yellow top, Yellow top, Yellow down, Yellow down, Yellow left, Yellow right, Yellow left, Yellow right, B, A and then press Start and hold down Z.



If you've got the Japanese version of ISS Pro, then these cheats are for you.

KILLER INSTINCT GOLD

Open all options

Press **Z, B, A, L, A, Z** on the character profiles screen. If you've done it correctly, you'll hear someone say "Perfect."

All Character Colours

To get all training colours at once, wait for the profiles to come up and press: **Z, B, A, Z, A, L.** You'll hear "Welcome" if you've done it right.



Play as your favourite Killer Instinct mega villains with these handy cheats.

Play As Gargos

Wait until the character profiles appear and press: **Z, A, R, Z, A, B.** Gargos will laugh if it's worked.



GAME DEVELOPMENT

PROGRAMMERS
MARK BETTERIDGE
TONY WONG
GAMEPLAY PROGRAMMER
CHRIS TILSTON
FRONTEND PROGRAMMER
ANDY CURRIMONTI

Final credits

When the character profiles appear, press: **Z, L, A, Z, A, R.**

Play On Sky Level

Go to the character select screen in two player mode – you must have two joypads connected. Push down on the analogue stick and press Yellow Down simultaneously on both joypads. This will let you play on a level high above the clouds.

Quack Mode

CLLHTTNMTN

A parody of Quake with bad animation and grotty textures.

Show Enemies

NSTMNDNT

When you call up the map, enemies are shown by red arrows.

Vivid Colours

LLTHCLRSFTHRB

Changes the colour palette and makes it far more outta-sight!

Gives you everything in the game!

NTHGTHDGDRCRTDTRK

Weapons, invincibility, level warps, infinite ammo, big heads, the lot!

View Ending

Enter the above code, turn on the invincibility option (always handy) and warp to the Campaigner. Sort him out and the ending is yours for the watching, for as long as it lasts (not long).



Lots of cheats for this bloody beat-'em-up, these ones sent in by e-mail by Joseph Carter. Remember, send us cheats, get goodies in return!

MORTAL KOMBAT TRILOGY

Random Character

On the character select screen, put the cursor over Noob Saibot and press Up and Start simultaneously for a completely random selection.

Choose Battle Arena

On the character select screen, highlight Sonya and press Up and Start. An earthquake will occur and then you will be able to select the course.

Play as Motaro

On Jade's Desert, Wasteland or Kahn's Tower, press and hold the analogue stick left and then press A and the Yellow top button before the match begins. Your fighter should explode and Motaro will replace him.

Play as Shao Kahn

On the Rooftop or Pit 3, press Down on the analogue stick and press A and B before the start of the bout. Shao Kahn will appear.

Play as Khameleon

On the Star Bridge stage, when the annoying gong appears in the bottom corner of the screen and squeals "Toasty!", just press Down



New options include play as Khameleon, plus Space Invaders, Pong and Galaga bonus games. What a lot of hidden stuff!

and Start before he vanishes from whence he came. You'll then have the opportunity to battle our poorly-spelt chum.

Fight as Human Smoke

Choose Cyber-Ninja Smoke as a character. Then hold $\leftarrow + \text{HP} + \text{HK}$ + Run + Block before the 'Fight' screen appears or inbetween rounds. Cyber-Ninja Smoke will explode and change into Human Smoke.

Unlimited credits

During the story screen, press $\downarrow, \downarrow, \uparrow, \uparrow, \rightarrow, \rightarrow, \leftarrow, \leftarrow$. A sound will confirm that the code has worked. Now after the next match is lost, the word 'Freestyle' will appear in the remaining Credits window.

Extra options

During the Kombat Mode selection screen, press $\uparrow + \text{Start}$. Now new options to disable timer, blood, aggressor and combos will appear.

Bonus Galaga-type game

If you persevere and fight 100 two-player matches consecutively, a game called Land Of Rellim will begin.

Bonus Pong game

Not quite as gruelling, but if you fight 50 two-player matches consecutively, a bonus game of Pong will start running.

Bonus Space Invaders-type game

Press Z when an object appears over the moon on the pit stage of a two-player match. The sound of a bell will confirm that the code has worked. The winner of that round will play Invaders From Space.

Enable both red and blue ? menus

During the story screen, press HK, LK, Run, LP, HP, HP, HP, LP, LP very quickly. If the code has worked, a sound will be heard. Now the red and blue question mark menus will be available to provide the following options:

Red Question Mark menu

Freestyle	ON/OFF
Fatality Time	ON/OFF
Collision Boxes	ON/OFF
One Round Matches	ON/OFF

Blue Question Mark menu

Level Select	ON/OFF
Throwing	ENABLED/DISABLED
Unlimited Run	ENABLED/DISABLED
Bloody Kombat	ON/OFF
Human Smoke	ON/OFF
Khameleon	ON/OFF



MULTI RACING CHAMPIONSHIP

Guaranteed Victory

If you want to win every time, choose Kingroader (the yellow Jeep-type vehicle) and adjust the aerodynamics so that the maximum speed is 205kph. Assuming you aren't completely incompetent at driving, you'll hardly ever skid (even on snow), allowing you to outpace even cars which should be much faster.

Doing this, you'll be able to unlock the hidden cars and mirror tracks even faster than you would otherwise, not that it should take more than a day anyway...

Hidden Route

The Downtown track has a hidden route, which can massively reduce your time and is a lot easier than the normal track. At the top of the hill that leads to the waterfall, there is a tree just before some fences. Drive through the tree (don't worry, it won't hurt!) and you'll be on easy street!



Choose the Kingroader to win every time because it actually has "this is the best car" written on the side. Bit of a clue that.



It's only just out but already we've got some top tips from across the water. 64 SOLUTIONS. If it's out, we've got the cheats.

THE COMPLETE A-Z OF N64 CHEATS



Enter the code below and you two could clone the best players for your team.

NBA HANGTIME

Duplicate Players

If you've bought this annoying basketball game, you might decide that your day would be made if you could have two Dennis Rodmans (Rodmen?) on your team. Now you can. Enter any of the following codes as your name and use the PIN 0000 to access them.

Ahrdwy (Penny Hardaway)
Cliffr (Cliff Robinson)
Davidr (David Robinson)
Dream (Hakeem Olajuwon)
Elliot (Sean Elliot)
Ewing (Patrick Ewing)
Glennr (Glenn Robinson)
Ghill (Grant Hill)
Hgrant (Horace Grant)
Johnsn (Larry Johnson)
Kemp (Shawn Kemp)
Kidd (Jason Kidd)
Malone (Karl Malone)
Miller (Reggie Miller)

Motumb (Dikembe Mutumbo)
Mourng (Alonzo Mourning)
Mursan (Gheorghe Muresan)
Pippen (Scottie Pippen)
Rodman (Dennis Rodman)
Rice (Glen Rice)
Smits (Rik Smits)
Stackh (Jerry Stackhouse)
Starks (John Starks)
Webb (Spud Webb)
Webber (Chris Webber)



Customise your team with the bizarre "ridiculous hair" cheat, sent in by James Brain of Trowbridge.



Mad options within this game let you turn players into dunking freaks!

Ridiculous Hair

If you've selected Dennis Rodman, you can keep pressing the Pass button to change the colour of his hair. Exciting stuff.

SHADOWS OF THE EMPIRE

You'll need a Controller Pak to save your game – assuming you have one, start a new save slot and call it .Wampa..Stompa (each . represents a space). You must get the case of the letters correct for the cheat to work. When you start the game, pause it, go to the options menu and set the controller type to 'traditional'. Now you can play as the forces of evil!



Disguise yourself as a Storm Trooper by using the Wampa code twice and pressing C a lot. Cool.

Play As Stormtrooper

Repeat the code to access the Wampa, but keep pushing C Right until the stormtrooper appears.

Play As TIE Fighter

This requires you to collect all the Challenge Points on the Medium skill level. Once you reach the Skyhook battle, hold C Right for five seconds to turn the Outrider into an X-Wing. Cool enough, but if you hold C Right for another five seconds, you will now be flying a TIE Fighter!

End Sequence

End your name as **Credits** (a space before the first C). When you begin the game, you will be taken to the end sequence.



You can be the AT-ST in Shadows with this cheat!



Wampas are dangerous creatures – especially if you are playing as one. Crush windpipes galore!

TETRISPHERE

Go to the 'new name' option, and press L, C Right and C Down to bring up some weird characters. Then enter the following names for extra spherical action!

Lines Game

Enter the name LINES to play the Lines game. You have to drag the blocks into rows and columns, rather than stacking them, to make them disappear.

Access All Levels

To play the level of your choosing without having to spin through the whole game, enter the <Saturn> <Spaceship> <Rocket> <Heart> <Skull> characters. You will now find a level select when you open a previously saved game.

New Music

Enter G<Alien Head>MEBOY to get some Game Boy-style new tunes.

View Credits

Work yourself into a fever pitch of excitement entering the name CREDITS to, shockingly, view the credits!

TUROK DINOSAUR HUNTER

Full cheats list!

Enter the following in the cheat menu helpfully provided in the game.



- DNCHN** – Dana mode, gives you tiny enemies.
- DLKTDR** – Pen and Ink mode, turns everything into sketches.
- SNFFRR** – Disco mode – you figure it out!
- THBSTD** – Gallery mode – lets you view all the characters.
- CMGTSMMGGTS** – All weapons.
- BLTSRRFRND** – Infinite ammo
- FRTHSTHTRLSCK** – Unlimited lives.
- THSSLKSL** – Spirit mode all the time.
- GRGCHN** – Greg mode – loads of weird stuff!
- FDTMGS** – Credits.
- RBNSMTH** – Robin mode, infinite everything, invincibility.

WAVE RACE 64

Different Coloured Jetskis

On the jetski selection screen, press Up on the analogue stick to change the colour and A to select it.

Ride the Dolphin

In the Stunt Mode, choose to visit Dolphin Park and ride the rings.

using the following special moves:

- Handstand Backwards
 - Riding Standing
 - Somersault
 - Single Flip
 - Dive
 - Sideways Roll (in both directions)
- If you do all these in the correct order, the dolphin will squeak. Now go to the Championship mode, normal and warm up, and press Down on the analogue stick and press A to get the dolphin.



Change the colour of your jetski in Wave Race 64 (because they're not exactly that cool to begin with, are they?)

A great tip for Wave Race 64 allows you to ride as the dolphin if you perform the right stunts.

WAR GODS (US)

Access Cheat Menu

Want a whole host of extra options on Midway's new beat-'em-up? When you're on the initial War Gods title screen, before the game options appear, just press D-Pad right three times, B, B, A, A. If you've got it right, a voice will boom out to inform you of your success.

Easy Fatalities

Once the cheat mode is active, to make killing a whole lot easier press **A**, **B** and the Top and Right C buttons simultaneously after defeating your adversary.

Play As Exor

On the character selection screen, push L, D, D, R, L, U, L, U, R, D on either the D-pad or the analogue stick, then select any character. You will play the round as Exor.

Play As Grox

On the character selection screen, push D, R, L, L, U, D, R, U, L, L on either the D-pad or the analogue stick, then select any character. You will play the round as Grox.



Activate the cheat menu first, then choose from the list which appears.



We urge everyone not to buy this game, but if you already have, you might get some fun with these...

WAYNE GRETZKY'S 3D HOCKEY

Hot new teams

Select Set-up right from the main menu and in the options screen, hold down the Left shoulder button and press the following Yellow buttons: Right, Left, Left, Right, Left, Left, Right, Left and Left. A 16 digit code will appear and four new teams will now be available.

Alter player sizes

In the options screen, press and hold the Yellow top button and press the Right shoulder button to display a 16 digit code. Change the digits using the Yellow buttons and you will alter the legs, bodies and heads of all subsequent players.

Invisible Players

Pause the game during the face off and select the Replay mode. Use the Left shoulder button to choose a team member, and then press the Right Shoulder button to select an opponent. When flashing, press Z and they will turn invisible.





Next issue

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Paragon Publishing Ltd, Paragon House, St Peter's Road, Bournemouth BH1 2JS, UK
Tel: +044 (0) 1202 299900
Fax: +044 (0) 1202 299955
64sol@paragon.co.uk
http://www.paragon.co.uk

VOLUME TWO

Managing Editor Damian Butt
gecko@paragon.co.uk

Art Director Mark Kendrick
mkendrick@paragon.co.uk

Contributors

Roy Kimber, Graeme Nicholson, Stuart Wynne.

Online Editor Stuart Wynne
ssw@paragon.co.uk

Advertising Manager Michael Halton
Direct line (01202 200244)
mhalton@paragon.co.uk

Advertising Production Dave Osborne, Jo James, Steve Gotobed, Dani Schofield

Senior Production Manager Jane Hawkins

Systems Manager Alan Russell

Bureau Manager Chris Rees

Prepress/Scanning Karl Petersson

International Licencing
Catherine Blackman
Tel: +44 (0) 1202 200205
Fax: +44 (0) 1202 200235
cathyb@paragon.co.uk

Sales Director Trevor Bedford
trevorb@paragon.co.uk

Art Director Mark Kendrick
mkendrick@paragon.co.uk

Finance Controller Mike Daly

Jt Managing Directors
Di Tavener ditavener@paragon.co.uk
Richard Monteiro richardm@paragon.co.uk

Subscriptions Andy Youngs
andyv@paragon.co.uk
Tel: +44 (0) 1202 200200
Fax: +44 (0) 1202 299955
http://64sol.subs.net
subs@paragon.co.uk

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Thought for the issue:
Why in *Goldeneye* does Pierce Brown's sprite look like Timothy Dalton?

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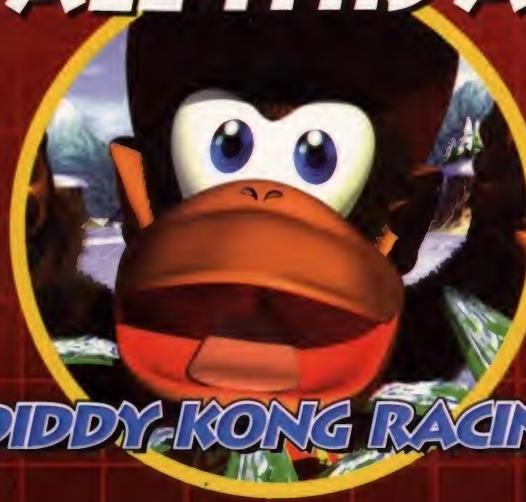
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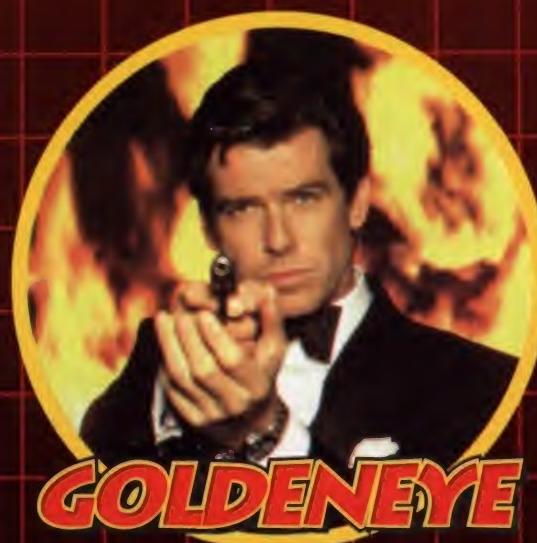
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